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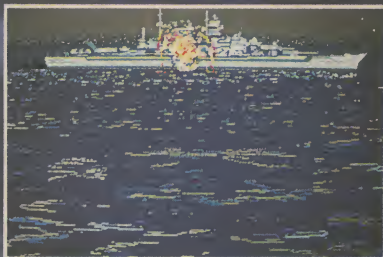
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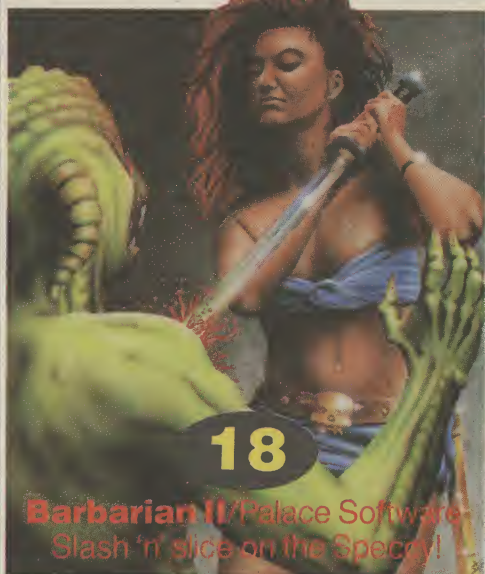
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CONTENTS

COVER GAME



18

Barbarian II/Palace Software
Slash 'n' slice on the Speccy!

MEGA PREVIEW

Night Raider/Gremlin

58

Are you flying tonight?

MEGAGAME

Dark Side/Gremlin
It'll space you out!

40

SCREENSHOTS

26

&

65

You want games reviews?
We got 'em!

Artic Fox/Electronic Arts
Blood Brothers/Gremlin
Desolator/US Gold
Flintstones/Grand Slam
Gutz/Special FX
Hercules: Slayer Of The Damned/Gremlin
Lazer Tag/Go!
Mickey Mouse/Gremlin
Skate Crazy/Gremlin
Street Sports Basketball/Epyx
Vixen/Martech
Wizard Warz/Go!
Where Time Stood Still/Ocean

PREVIEWS

9

Coming soon to a Speccy
near you...

Barbarian/Psygnosis
Dream Warriors/US Gold
Marauder/Hewson
R-Type/Activision
Raw Recruit/MAD
T-Wrecks/Gremlin
Vectorball/MAD
19/Cascade

YS COMPOS

WIN! WIN! WIN!

59

39

43

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BARGAIN BASEMENT

36

Cheepies going for a birdy!

Cerius/Atlantis
On Cue/MAD
Snookered/Top Ten
Good Luck/Top Ten
Kung Fu Knights/Top Ten
Rockfall/Top Ten
Metropolis/Power House
Spacejack/Power House
Powerama/Power House
Norman/Power House
Droids/MAD
Rally Driver/Alternative

PULL-OUT POSTER

46

Hercules/Gremlin
Beef up your wall!

GAMES

Adventures 72
Slots Of Fun 62

YS 49 TIPSHOP

All the latest hints 'n' tips.

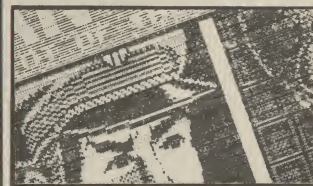
- i Cybernoid, Driller, Blind Panic map.
- ii Target Renegade, Arkanoid II, Advanced Lawnmower Simulation
- iv & v Target Renegade map.
- vi Practical POKES
- vii Nebulus.
- viii Dr Berkman's Clinic.

REGULARS

Frontlines 6
Letters 13
Street Life 22
Pete's Puzzlers 44
Input Output 85

TECHNOSPEC

Program Pitstop 80
Rage Hard 83



YS OFFERS

YS Superstore 76
Back Issues 69

ONLY KIDDING

Graeme Kidd stays in for lunch with Jon Ritman and Bernie Drummond.

89

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ALL BRAN — GUARANTEED!

Look out for the next ish of YS on August 11th, with Part 3 of **Smash Tips**, the world's most comprehensive directory of tip top tips and hip hop hints for almost every Speccy game that ever lived (and died!). Naturally this meisterwerk (Gott in Himmel!) is exclusive to *Your Sinclair*, and contains 100 percent natural tips and fat-free POKES! And there are no added E-numbers gnawing at your stomach lining, either. So whether you blackmail your newsagent, kidnap the paperboy or petrol-bomb the station kiosk, make sure you get your September copy of *Your Sinclair*. There's nothing tippier!

YOU SAY GOODBYE

to our beloved Deputy Editor, **Marcus Berkmann**, leaving the warm cockles of *Your Sinclair* to try his luck as a freelance journo and gag-hound. Never again will the YS offices resound to his unpleasantly loud laugh, his deplorable collection of ageing sweaters, and his multifarious personal phone calls. Or maybe they will, as he'll still be contributing to the mag on a regular basis. (More's the pity, Ed).

I SAY HELLO

to our soon-to-be-more-beloved-than-the-last-one Deputy Editor, **Ciarán Brennan**. Currently Our Man in the Arcades with the Lion Bar and the Handful of 10p Pieces, and one-time Ed of Commie mag *Zzap 64*, he now moves into the hottest seat in computer journalism (mainly because it's right next to the radiator). And as the person directly underneath Teresa, he's certainly in for some bouncy times!

Trainspotters Through History

An irreverent series in constipation with the World's Greatest Ever Trainspotters

17: The Proclaimers

"Nor mowah, nor mowah, nor mowah... see yoo, Jimmy! Ya remember us? Th'Proclaimers! Yus, there ye go, we wiz the geezers whitt done that annoying wee tune 'Letter From America' a wee while ago, d'ye ken? Och, ya didnae buy it? Well, ya shoulda, 'cos it wus really irritating... us two gret beg pillocks shoutin' in not-so-perfect unison, (a bit like that Rex Harrison as Doctor Doolittle... y'ken? 'And I will SHOUT at the animals... 'D'ye not gettut?) an 'singin' nor mowah, nor mowah, nor mowah at the end of each line for no readily apparent reason. An' dinnae go askin' us what it all means, 'cos we dinnae ken either! Hah, hah, hah. Anywah, whitt did ye say? Are we trainspotters? Well, we do spend quite a lot of our time standing on platforms... but thass only 'cos we're so unfashionable and our shoes are about 14 years old! Ha, ha, ha, ha... eh? Whitt dye mean, are we a couple of Buddy Holly clones? Certainly not, Okay, smartypants, less ask yoo a wee question... Has yoor mutha got a Singer sewing machine? (Head butt, squelch, argh). Well, stitch that! Ho ho ho ho..."



CORN FLAKY

"Hey boys, Wild Bill Fruitloop here, with a man who doesn't come from Holland. We're here playin' Microprose's very own *Red Baron* coin-op, shootin' down loadsa pesky commies 'n' all. And you know why? Sit down and I'll tell ya. This is the self-same *Red Baron* me an' mah friend Sid here (hello, Sid here), first played in Las Vegas in 1982 — and then decided we could do better, so we formed Microprose. It's taken us until now to track down this old critter, but now we bought it, we play the darn thing all day long. Better than Microprose games, eh, Sid here? Ha ha, jus' my little joke, ya varmint.

"So I hope you're gonna print my pic in your lil-Brit magazine, boys. Ah mean, it's a really heart-rending story. And you wouldn't want me to zoom down in mah plane over your cute lil' Castle Rathbone and go takatakataka TAKATAKATAKA through your windows, now would you?"



TWICICLES AS NICICLES

Yes, we're back in the Jurassic Age again, as Palace gets ready to release its nakedly naughty sequel to last year's most fleshy slash 'em up, *Barbarian*. Our photo shows Steve Brown, the game's designer, in suspiciously tight jeans which are bursting at the seams, probably imitating his bank balance, since he sold so many copies of the first game. *Barbarian II — The Dungeon Of Drax* is, as you've probably noticed, investigated in further detail elsewhere, but for the time being, we'll leave you with this rumpyish pic and wait for the letters from angry parents. (And a small query: do those metal things leave little white marks when removed? Well we only asked.)

YS Bookshop

Mindfighter Anna Popkess

Phil Gone are the days when you used to get a simple 64 page novella with games. No siree, with the new line of Abstract Concepts games from Activision you get a complete paperback novel, telling the story behind the game itself and setting the scene for your assault on the electronic story. This is a nice idea, but how does the book with the *Mindfighter* game shape up as a piece of fiction?

The story begins in a University, where tests on psionic or extra sensory abilities are being tested. The subject, called Robin, is demonstrating his ability to affect the radioactive decay of a piece of uranium. In later experiments, Robin proves his unrivalled abilities when he projects his mind into the future to find out his exam results. He misses and lands in a post apocalypse nightmare of twisted buildings and horrific survivors. While the real Robin lies in a coma in the present, his future self encounters the horrors of a nuclear war.

Although I found the style of the book aimed at someone a trifle younger than myself (ahem), it was quite a scary read, and Popkess has caught the mood of US/Gulf States relations quite accurately. I admit I did find the end of the book a bit predictable, but that's more due to me having read too many books of this kind of science fantasy, rather than Miss Popkess' ability to spin a good yarn. Check out the game review in *YS Adventures* for more info. **Good.**

TECHNO-CORNER

Interested in all the latest utilities, interfaces, things with leads and all that techno stuff? If so, read on, Macduff.

For Comms freaks, there's a new Spectre Comms Pack out for the +3. In the way of these things it's also compatible with every other Speccy, even the old rubber keyboard variety. Viewdata screen emulation is provided, plus sophisticated off-line mailbox and frame preparation, with storage to microdrive or disk, as well as extensive printer support. And a telesoftware downloader to CET specifications gives you access to all that stuff on Micronet. The Comms Pack is available for £49.95, or with QMOD modem, £99.95, both plus vat. Contact Spectre at The Old School House, Tenter Row, Crosby Ravenscroft, Penrith, Cumbria CA10 3JA for further details.

Need a program for the Disciple or Plus D that will convert 128K Snapshots to tape, to run independently of those interfaces? No, neither do we, but if you know someone who does, there's such a thing available for a fiver (cheques only) from S Young, 21 Colchester Road, Southend-on-Sea, Essex SS2 6HW. So don't say we didn't warn you.

Owners of the Plus 3 can now breathe a sigh of relief, it says here. What — are they going to get their money back? No, but seriously folks, writes Hughie Green, here at last is an economic solution to the perennial problem of keeping our disk drive head clean. No, not Ariel Automatic, but something called the Micro Interface Clean Line 3" diskette. It uses solvent-based technology and costs £5.99, and washes all your coloured whiter than white! And I mean that most sincerely!

Tizers

• Ah yes, as we bask in the warmth of the summer sun (ho ho ho), those software houses are all dreaming of the long cold evenings of winter — 'cos that's when all of us spend loadsa dosh on loadsa games produced by all of them. At the moment things are a bit quiet, but deep in the bowels of Ocean, US Gold, Activision and all the rest, games are a-brewing . .

• Ocean, for instance, is leading with *Robocop* — which was announced way back at the beginning of the year — and the now finished *Operation Wolf*, as previewed in *YS* last month. Activision has licences a-plenty, including *SDI* and *Cybertank*. Martech plans a game called *Venice* (of which we know 0). But most spectacular of all, Elite will be releasing the long-awaited computer version of . . . *A Question Of Sport!* What?

David: Errr stornary, Emyln's team leads Bill's team by the remarkable gap of 31,000,000 points to five.

Emlyn: Chortle, giggle, squeeze, chortle!

Bill: Drone, drone, drone.

David: But then the fact that we gave you an extra 30,999,996 points for having Princess Anne on your team may have something to do with it.

Emlyn: Chuckle, squeak, giggle, squeeze, sweater, chortle!!!

Bill: Drone, drone, drone.

It'll be out in the autumn . .

• With all these labels closing or being swallowed by others, it's always a bit of a shock when a new name pops up from nowhere. Actually Loricel (pronounced Lorr-ee-see-ell) hasn't popped up from anywhere — it comes from France, land of baguettes, stripy shirts and millions of people who for some reason always pretend not to understand English. And the company's first game? Only *Eddie Edwards Super Ski*, that's all. A contradiction in terms, n'est-ce pas, mon petit artichoke? (Et about as French comme knotted mouchoirs.) Mais non, vieux halibut, c'est un moneyspinner certain pour Loricel, et it'll be out très soon . .

• Meanwhile, here's an interesting little technostory. NASA, the American space agency, has developed a system for astronauts called 'telepresence' — the state of being 'inside' a completely artificial environment. They've done it by means of two small television screens set in the visor of the astronaut's helmet. The astronaut's movements are monitored by sensors in the helmet and on his gloves. The information is then beamed to robots which move and operate just as the astronaut would do, and beam back what they see (in the form of computer graphics), to the astronaut. All this simulates moving around in a fully-formed, three-dimensional world. So astronauts won't have to go out on perilous spacewalks — they can stay indoors and get robots to do all the work.

Now why do we mention this here? Well, partially because it all sounds very much like the *Mercenary* or *Catch 23* computer generated worlds you can move about in. Mainly, though, it's because the whole idea has been inspired by . . . computer games! Joystick juggling goes legit! And the next stage? Got to be a telepresence coin-op, hasn't it? Ten years, we give it . .



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•PREVIEW•PREVIEW•PREVIEW• FUTURE SHOCKS

Are you streetscared? Got the terrors of the deep? Look no further there's nothing as gutwrenchingly frightening, as stomachchurningly, nailrippingly, toothextractingly, horrifying as *Future Shocks* — besides Phil's turkey and coleslaw bap, that is . . .

Electric Dreams

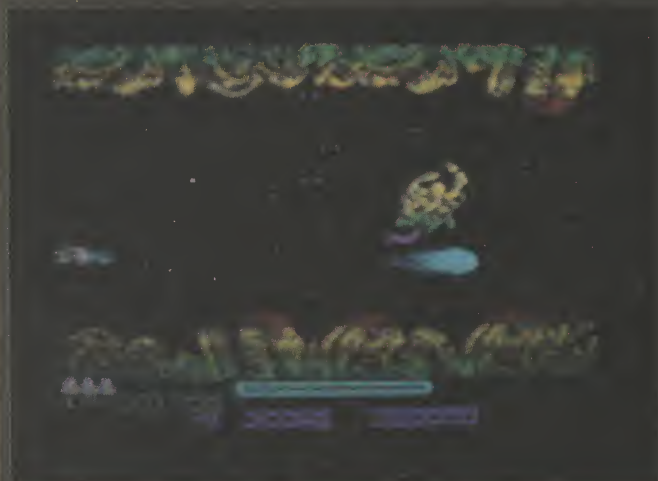
At last! A proper arcade game on the Spectrum! Electric Dreams has really done it this time. You thought *Karnov* was a nifty piece of work? Well, think again, bucko, you ain't seen nothing till you've seen this sucker in overdrive. Not only is it the Spectrum version of the world famous Irem arcade machine. Not only is it the best arcade game ever. But the Spectrum version is in full sickening colour, with all the slimy greens, and laser reds and yellows of the original game.

The game takes place in a weird alien landscape, a bizarre living tunnel/terrain in space. You're flying your R-Type space vehicle, a curious drop-nosed ship, through the many tunnels, all of them

PREVIEW
OF THE
MONTH

R-TYPE

seething with alien life forms out for your blood. The most famous of these is of course, the odd snake which slithers in and out of the orifices of the big pulsating mound in the middle of level two and . . . well, you get the gist. (*I bet they do. Fnar! Ed*) The graphics are really good, and we think that even the most hardened 16 bit or arcade addict will find it hard not to be impressed. We didn't think it was possible, but it's true. We saw it with our own eyes on the monitor at Electric Dreams' software studio in Southampton. All the space age action, all the alien creatures, all the explosive arcade skill. It's all there! Due out in October, R-Type should retail for about £9.99. Get it, before it gets you!



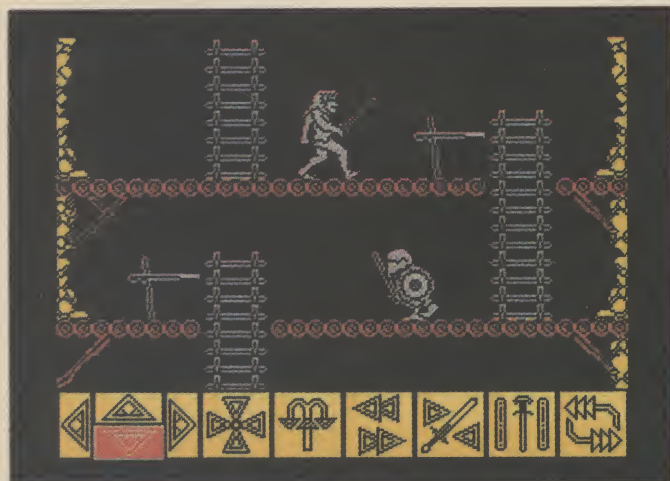
As you can see, the colours are faithful to the original machine and as you can also see from the slightly blurred action, almost too fast for the human eye to follow. Is this possible? (Yes. Ed) What speed!



Deeper into the game, more of the disgusting creatures inhabiting this alien domain start leaking out of the woodwork. Urgh! The aliens are really gross, and most of them explode really messily. Pass the sick bag.



BARBARIAN



Psygnosis

Roooooar! *Barbarian*, from Psygnosis, (sounds vaguely familiar dunnit?). An icon driven, four way scrolling, hackin', slayin', weapon changing monster mashing, gollum bashing, ghostie getting, rootin', tootin', pretty nifty arcade adventure.

You play ol' Hegor, a manly looking kind of chap, with a penchant for monster mangling and dragon slaying. And armed with a variety of lethal looking weapons, you're gonna have to pit your wits against all kinds of the most grotesque looking creatures you could imagine. Lolloping gollums and hideous hogs to name but a few. Looks like it's gonna be a winner, ashually. What with its large sprites, first class animation and good gameplay. And it should be in your shops soon, with a price tag of £9.99. Can't wait!



T·WRECKS

Gremlin
Ride a white swan — oh, right, the real tyrannosaurus rex, eh? Clearly old REXY's causing a bit of a commotion, mainly because everyone thought he'd been extinct

for a million years or so, and then he turns up, larger than life and twice as green, in downtown Balham. (Are you sure this is right? Ed) Anyway, Gremlin's latest biggie requires you, you poor sap, to slay

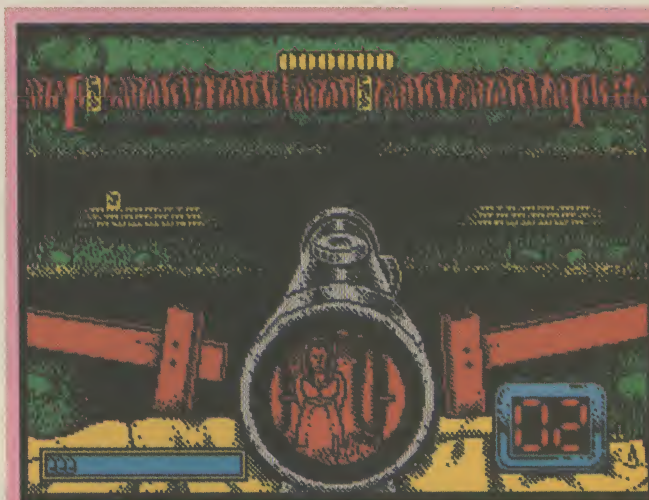
the rather bad-tempered beast — or at least persuade him to come quietly (let's be 'avin' yew). Rather you than us — HA, HA, HA! But worrabout that colour, eh? More post-Karnov technicoloration of the

who-gives-a-monkeys-about-attribute-clash school, and so say all of us. There's no release date yet for Trex (*What about Cookeen?* Ed) but we do know it'll cost £7.99.

RAW RECRUIT

MAD

Ten-SHUNNNNN! Yes, it's time once again to don your fatigues, have a haircut (or ten), and polish your booties, for here we're very much in *Combat School* territory. Practise those army moves, 'cos you'll be whipping out your rifle every .000003 of a second if you want to get through any of these military testers. Talk about hard — as a raw recruit you'll be perpetually stymied. In fact as far as we can make out, you'd need to be fairly well done in a white wine sauce with saute potatoes and broccoli to make any sort of impression. *Raw Recruit's* out now at £2.99.

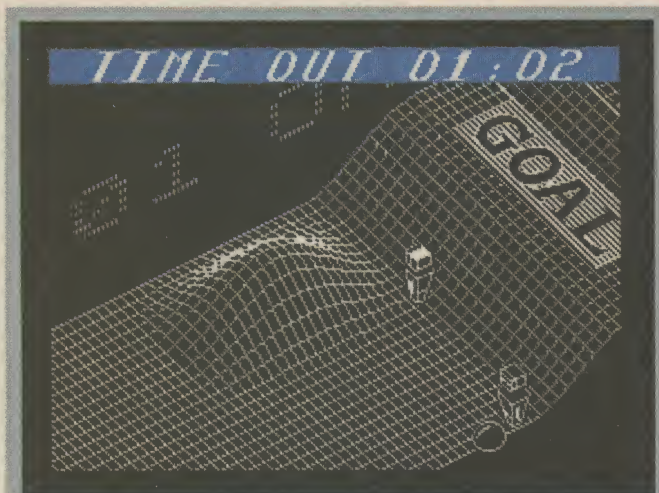


NINETEEN

Cascade

Yes, yes, we know we've done this before, but we got these new screenshots, see, and we thought, well why not? And why not indeed, seeing as Cascade are taking about 19 years to release the pesky game. So, these are two more of the multifarious stages of N-n-n-n-n-n-n-(Get on with it. Ed)-n-nineteen, as you (or someone else), will play it. And, we hear, you'll also get the famous and fab P Hardcastle chewn on tape in the package. Yes indeed. Right men, let's flush out dose goods . . .

FUTURE SHOCKS



VECTORBALL VECTORBALL VECTORBALL

MAD

Yes, we've had *Impossaball*, *Supaball*, *Hypaball* and *Kennyball* — and now here's *Vectorball*, another of those boing-the-ball-around-the-screen-and-blag-some-points games! Chase your robot after the slippery little spheroid, trap it and then boot it into the back of the intergalactic net. Or

something like that. There are four different tournaments to choose from, one with hills, one with ditches, one with waves (coo-eel), furrows and troughs (Oink, snort, dinner, snort! Phil), and a fourth with a random mix of everything. Sounds a chortle and a third — and it's a cheapie to boot, a mere £2.99. Yo ho! And it's out now.

DRE.A.M WARRIORS

US Gold

Relaaaaax. Relaaaaax. You are feeling sleepy, very sleeeeeeepy. Your eyelids are dropping and your mind's becoming blank. On the count of ten you'll feel totally at ease... One, two, three, four... ten! Right now, blaaaaast them!

Yup, you can forget about relaxing in the dream state in *Dream Warriors*, the latest game from US Gold. Cos here, the dream state is the most deadly place to be in. Rub a member of the Focus Fellowship up the wrong way, and this evil gang of ex-opticians will send demons from the dark side into your dreams to destroy you. Not nice, eh? Specially as your bestest buddies, Astral scientists all, have been trapped in

their dream states by big bad Ocular, the most powerful dream demon of them all. Ulp!

Your job is to get into the dream state and blast your way to the rescue, picking up the dispersed dream images of your buddies on your way. But of course, this is easier said than done. And once you've blasted your way past the Demi-Demons and evil minions (Ha, ha, haaa!), you've then gotta get past the really deadly, evil, nasty that you find at the end of nearly every game of this type. Phew! It's enough to give you nightmares, innit peeps?!

Dream Warriors will be out soon, and the damage John? £8.99. Dreeeeeeeam, dream, dream, dream...



MARAUDER

Hewson

Any new game from the Andrew Hewson game slab is always big news — the last two, if you think about it, having been *Cybernoid* and *Nebulus*, no less. *Marauder* (previously known as *Battlecar Marauder*), features some geezer called Captain CT Cobra (fill in usual 'What a load of cobras' joke here). For absolutely no reason at all, the brave Captain trolls about in his heavy low-slung attack vehicle shooting up anyone who gets in the way. But instead of being bunged into chokey for 20 years without the option, Cap Cobra's a hero. Sounds loopy as a fruitbat to us, but never mind. Hang on, here's the atmospheric bit — 'Airborne drones scream overhead, their bouncing bombs pitching and blasting. Marauder skids and squats, its laser cannon firing. Spinning eyepods and electro-hovers spit liquid death as seeker missiles shudder over the horizon.' Well of course. *Marauder's* out now and costs £7.99 on cassette or £12.99 on disk.



... AND IN THE NEXT EXCITING INSTALMENT OF FUTURE SHOCKS

Brett has a showdown with Charlene; Roger's disfiguring injuries are finally laid bare; Maurice finally manages to open that jar of peanut butter; and at least three members of the cast are killed when a rogue zeppelin crashes into the annual family barbeque. Don't miss *Future Shocks* — same time, same channel, same games probably (oops).

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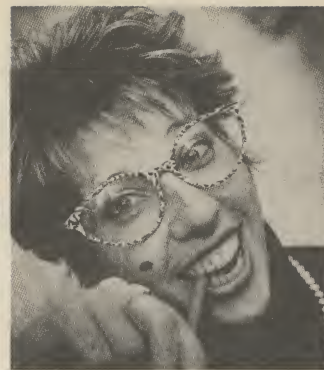
SEE PACK FOR DETAILS



Letters

WRITE TO THE ED, YS, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.



YET MORE HOVER BOVVER

(Editor's note: Following the letter last month from Mr I J L Griffiths, alleging that Gardensoft's recent megagame release Advanced Lawnmowing Simulation is, in fact, none other than his own game, Qualcast Rota-Mo, we have received this communication, addressed to Mr Griffiths, from Mr Adolf Bibble, senior partner of Wibble, Bibble & Boing, solicitors.)

On behalf of Gardensoft Ltd

A computer-game scout working on behalf of our clients was approached earlier this year in The Broken Arms, an east end public house. After, and we quote, "greasing a few unsavoury palms," he became the possessor of an innovative lawn-mowing game.

Later that month, after extensive gameplay testing, a team of five Gardensoft computer experts 'broke into' the program's Basic loader, and a change was made.

More specifically, line 10 was changed from REM**© Gardensoft Ltd 1988**. Furthermore the border colour on the options screen was changed from magenta to cyan.

We trust these facts will convince you of the futility in any further course of action on your part. We also remind you that court proceedings are costly fellows and that a legal aid solicitor is no match for a knobbed judge and jury.

We hope you catch our gist.

**Adolf Bibble
Wibble, Bibble & Boing,
Solicitors**

We await Mr Griffiths's reply with interest. **Ed**

OOPS, SORRY!

I collect letters of apology. I've got two from Ocean, which I got after winning a competition, in the Victor comic no less (no relation). The competition was to win High Noon way back in 84 or 85.

The first letter said we are sorry to tell you that High Noon is taking longer than expected to write, but here are Gilligan's Gold and Daley Thompson's Decathlon to be going on with.

The second letter said High Noon has been scrapped so we've sent Match Day, and we hope you enjoy it (I did).

I've also got one from Marcus Berkmann apologising for the length of time it took before the free game I won for the July 87 Doodlebug reached me.

I did another Doodlebug for the January 88 ish and still haven't received my free game. Do you think you could oblige with another letter of apology — I do so love them.

**Victor 'Spider' Bell
Clifton, York**

No I blimmin' well can't. I don't know what came over Marcus to write such a letter — he won't be doing it again 'cos he's fired! **Ed**

HAS HE WHAT?

In your May issue (page 18) in the 'Tape Troubles' bit of the Blind Panic piece, you mention an azimuth alignment program and a screwdriver. I know what a screwdriver is, but what is an azimuth alignment program? Please explain.

**K Rickard
Fowey, Cornwall**

Ah, now yer asking. Azimuth is a tape recorder technical term for the alignment of the tape head. You can adjust the alignment to match that of the machine the game tape was mastered on, which makes it load better if you're having problems. To adjust azimuth you twiddle the tiny screw which sits in a little hole just above the PLAY key. (By the way, the plate onto which the screw is fixed is only in place under the hole when the PLAY key is pressed.) An azimuth alignment program listens to the sound coming from your tape recorder and helps you to adjust the screw for better loading. **Phil**

GRIMEY GRIPES

Your answer to Mrs N McHarg of Glasgow in YS of May 1988 shows clearly that you miss the whole point of her complaint (and that of other readers including myself). If the smut you print is only meant for older readers, it does not alter the fact that it is still filth!

The problem with you is that whatever is in you must come out in some way (Eh? Ed). It is most unfortunate that you have to use the guise of a computer magazine for that purpose instead of some smutty magazine like the one you gave away recently for promotion. At least then people buy it for what they know is its filthy content; in a magazine about computing we neither expect filthy jokes and innuendoes nor do we want it. **William Oost Lievense
Belfast**

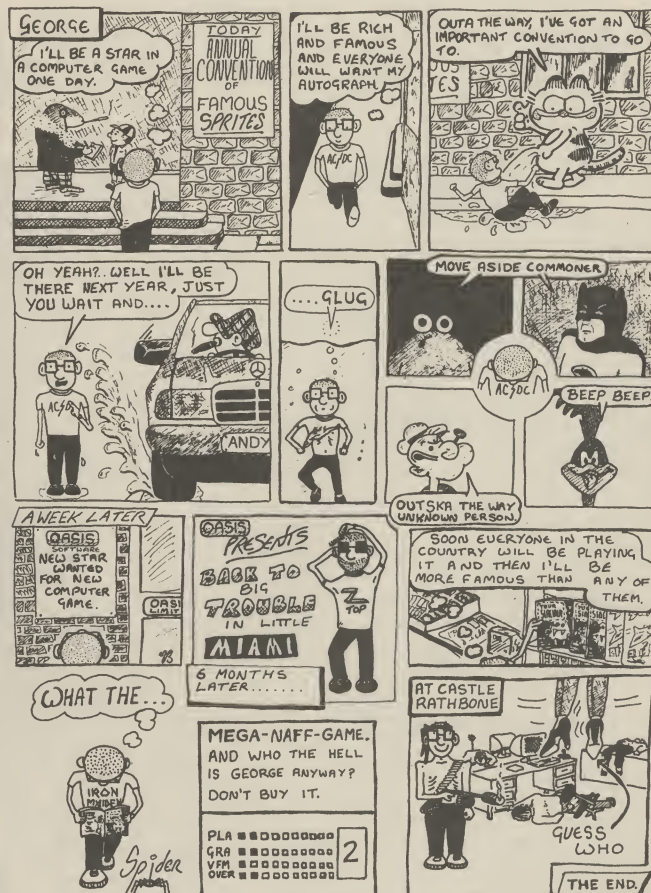
I have never said that what we

print is smut and filth — I certainly wouldn't dream of printing anything vulgar or obscene. I'm afraid you've missed the point — the innuendos in the magazine are jokes, not a calculated attempt to corrupt the nation's youth. Only those readers of an age to understand will appreciate them: the very young just pass over it. Besides, I think you're being a touch naive if you think kids at school don't hear, see and say things much worse than the stuff we print. In this magazine you don't get what I consider to be 'filth' — I'm sorry if you don't agree. **Ed**

DOODLEBUGS

Oodle away and have doodles of fun — it's a doodle! (Eh? Ed) Then send your cartoon to Doodlebugs, YS 14

Rathbone Place, London W1P 1DE. There's a badge and a game for any printed!



This month's cartoon is from one of the growing bands of YS regulars, Victor 'Spider' Bell. Come on, Vic, do you really need all those badges?

Letters

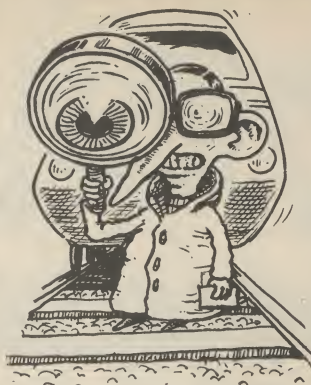
DON'T GO CHANGIN'

I have just read the letter in the may issue by Mrs McHarg. I'm 14 and I think this mag is a damned good one and it would be a shame to change it in any way! The reason I've written is to say that if these 'mothers' don't like this kind of 'smut' they should stop reading it and leave the other 80367 people to enjoy a great unsmutty mag. I hope this isn't taken personally as it's not meant to be like that.
Daniel Mullender
Birchwood, Lincoln

Can't say fairer than that! (But remember that lots of mothers enjoy YS too...) **Ed**

SICK AS A PARROT'S DROPPING

While being dragged around the shops by my mum I persuaded her to buy a copy of *Your Sinclair*. But clever mum picked up May's edition of *Sinclair User* by mistake and I didn't notice until she had paid for it. So I thought I might as well give it a try and to my horror, on page 31 I saw 'The 1987 Readers' Poll Results', and under the section "Rip-Off Of The Year" *Your Sinclair* was fourth. Talk about the pot calling the kettle black. I



TRAINSPOTTER AWARD

In the June edition of your brilliantly fab mag there was a mistake. HA! The review of *Sophistry* had the screenshots of *Rastan*, and in Screenshots there was *Rastan* with screenshots of *Sophistry* where there should have been the King of Maranna wandering around in his Y-fronts. If you don't give me the trainspotter award I'll blow you up HA HA HA!
Steven Crompton
Kings Lynn, Norfolk

wouldn't line the budgie's cage with *Sinclair User*, let alone suggest it was better than your mag.

Steven Green
(no address enclosed)

Remember that they've now been pushed into third place by

Okay okay you win. Apart from the fact that you are of course completely correct, I can't stand violence. (The person concerned has been upended in a vat of boiling treacle, tarred and feathered and then handed over to the Your Sinclair killer bees.)
Ed

ED STOP CLAIM FOR TRAINSPOTTER AWARD STOP PETE SHAW COMPLETELY HATSTAND STOP PRIZE KWIZWORD NO 2 HAS CLUE MISSING AS WELL AS WRONG NUMBERING STOP STILL CAN'T GIVE UP READING YS END

K L Wilderspin
Great Paxton, Cambs



Black spot award for Jun '88 YS no 30.

THANK YOU FOR TELEGRAM STOP I THOUGHT THEY'D ENDED TELEGRAMS YEARS AGO STOP IS THAT WHY IT CAME SECOND CLASS? STOP
Ed

YS — these are desperate men ... **Ed**

SAY WHAT!

It is exactly 31 months since the world's greatest Spectrum magazine, *Your Spectrum*, was replaced by the world's worst one, *Your Sinclair*. No other

magazine manages to avoid putting anything relevant or informative inside in quite the way you do. Once Task Force went, that was it. Where's all the old machine code utilities? Hardware projects? Book reviews? Articles? Letters that had something to say (and for that reason, I assume you won't print this one, just to prove my point)?

C Benson
Hamilton, Lanarkshire

Read Program Pitstop recently? Next please. **Ed**

THE WONDERFUL WORLD OF THE SPECCY

Every month we invite readers from overseas to write in and tell us about the wide world of Speccy playing. Or something like that ...

I make a request of SY to your.

I am live here Hungary and I have heard that exist newspaper, but only sometimes get towards SY am in the 'Computer-M' computer shop, but unfortunately I don't know purchase for don't on sale.

Therefore if you are forward two newspaper very thank SY for something.

Norbert Nagy
Debrecen, Hungary

Your SY badge is on its way! **Ed**

THAT VIXEN COVER

OUTRAGED!

I am returning this magazine to you, as a parent of a young son who is the owner of a Sinclair Spectrum computer. I am returning it in protest of the low quality and totally unnecessary and distasteful female pictures.

I see little connection between your choice of pictures and the business of computing. I have made my protest also to my local newsagent, who has now cancelled the order. A magazine with any serious credibility in the world of computers would not have to put pictures like these on the cover to sell.

Joan Fitzpatrick (Mrs)
Warrenpoint, Co Down

Sorry Mrs Fitzpatrick, I see nothing distasteful about a clothed female body. I outlined last month the reasons behind using the image — it's the one being used in the game. Still, I take your point but at the same time you must realise that we are primarily aiming at 15/16 year olds, not the very young. **Ed**

GIRLS TALK

Is this a porno mag or a computer mag? Is it really necessary for your continued existence to print revealing women on your front cover? I refer of course to the late, great May issue of 1988. Do you realise that persons of the feminine gender do buy your mag? Maybe you don't take notice of the fact that some letters you receive are signed by a girl's name.

So what if the bulk of your readers are male — you should try to satisfy as many of your consumers as possible. Is that not so?

Please do not try to imitate *Playboy* etc — it doesn't suit your computer image. I am quite sure that most girls would die of embarrassment to be seen with the May issue. I certainly would.

This apart I enjoy your mag, especially your adventure section. Now that I've vented my spleen and am all tucked out I'll sign off with a 'Good luck' and a 'don't disappear into the

gloom of time for at least a hundred years for you would be sorely missed!

Stephanie Hume
Dundee

Oops. Well what can I say? Maybe all the male readers are offended by the He-Man type figures that are often portrayed on the front covers of nearly all computer game mags. **Ed**

GUESS WHO?

I am writing on behalf of my mum and dad's son and my sister's brother. On the May edition, to my horror I saw a lady poser with the looks of an odious vapour. How can you possibly print such dribble? You must be madder than Mad Jack McMad the winner of last year's 'Mr Mad' competition (Blackadder III).

Ian Cullen
Guildford, Surrey

In other words you're writing on behalf of your aunt's nephew and your father's sister's son's cousin. What on earth does an odious vapour look like anyway? Are you sure you don't mean viper? **Ed**

ACE FACE

May I take this opportunity to thank you for a brilliant front cover on the May 1988 mag. I know there will be mixed feelings about it, but I think it is ace.
Julian Marshall
Abingdon, Oxon

At least somebody out there liked it! **Ed**

FRUITY EH?

Cor, yeah, more, more, oops, sorry, I mean, you perverted little dirty mag. I went into the local newsagents, looked up at the shelf and saw two big melons staring at me. No it's not the fruit counter at Sainsbury's — YS has gone porno. Thank you!

Andrew Randall (13)
Southampton, Hants

Porno! Ha! If you really want porno, this mate of mine... (This bit's censored. **Ed**) not to mention the garden implements, the optional leather thongs, a bunch of bananas and Glenn Hoddle. Now that's porno! **Phil**

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YS

Letters

PRICKLY SUBJECT

What have you done? All I did was absent-mindedly scribble off a quick note to you, carelessly mentioning a certain 'Lisa'! So what? Well, in my school, there are many YS readers who know me, who spotted the letter (greatly cut!) in *Small Print* ish 30. They haven't left me alone with their puns about Lisa and hedgehogs — and it's terrible!

I've found it necessary, therefore, to write again to say I cannot stand Lisa or hedgehogs! But there is a certain female sixth former . . . no, no!

Rob Moorman
Plymouth, Devon

There is? And can any of Rob's friends tell us more? **Ed**

WHATEVER HAPPENED TO . . .

I'd love to know what happened to the following games:

- 1) *Star Trek/Rainbird*
 - 2) *The Last Ninja/System 3*
 - 3) *Re-Bounder/Gremlin*
 - 4) *Attack Of The Mutant Zombie Flesh-Eating Chickens From Mars/Software Projects*
 - 5) *Tank/Ocean*
 - 6) *Bangkok Knights/System 3*
 - 7) *Judge Death/Piranha*
 - 8) *Roy Of The Rovers/Piranha*
- Martin Lewis**
Telford, Shropshire

Not a lot of good news here, I'm afraid. 1) Still due to come out — eventually. Question is, which decade are we looking at here? 2) Delayed until the autumn. Last Ninja 2 will be out first on the Speccy! 3) Indefinitely postponed. 4) Scrapped. 5) Ditto. 6) No news yet. 7) & 8) Since *Piranha* has gone down the tubes, these are unlikely to see the light of day unless another company buys up the licence and the half-completed games — which doesn't seem too likely at the moment. **Marcus**

DON'T PANIC

Just to say a very big Thank you for *Blind Panic*. It's a super game, really excellent, I've enjoyed playing it, and my two children — well, it keeps them quiet for hours. Diolch uyn fawr (for all your Welsh readers) — keep them coming. At the present we haven't made level three but we will get there eventually.

D Thomas
Ruthin, Clwyd

Yes, if you're a sucker for

SMALL PRINT

PS I've just done *Sabre Wulf*. Do I get a prize for being the last person to complete it?

Julian van Eyken

Blimey what do they call you, bullet? Still you do at least persevere so I'm sending you a badge. **Ed**

PS I love you Teresa, but I'm afraid I'm totally against clowns that play mandarins.

The Kloque

Oh, I'm touched, I really am, (You don't say! Marcus). But I cannot return your love because of your prejudice against mandarin-playing clowns. What's wrong with oranges anyway? **Ed**

I'm writing this in Maths 'cos everyone's asleep (fancy that).

platformy games (like me), it's the business, innit, peeps? We've finished the latest round of cover games for the moment but look out for some more later in the year. . . **Marcus**

WRINKLIES RULE!

Last month you said the average reader of your mag was 16. Well, you're wrong, 'cos I just happen to be 92 million years old, which knocks the average age up to about 46. But I don't want free hair restorer, though a nice crisp fiver wouldn't be bad, eh?

Orc.

Trearchy, Mid-Glamorgan

PS In Wales, trainspotting's out — sheepspotting's in.

Sorry, there's no point sending you a fiver, but here's that sick squid I owe you! Ha ha ha! And the less said about sheepspotting the better. **Ed** Baaaaaaaa!

Rest of Staff

PURE GENIUS

Knowing how awkward it can be carrying mirrors around with you (so you can admire yourself when nobody's looking), I have invented a device (keyring actually), which has two main functions. On one side is simply a happy smiling picture of yourself, which will make it possible to admire yourself at

PLEASE PLEASE get rid of the joke police!

Tony Doyle

I arrest you for obstructing an officer of the leir during the course of justice. **Ed**

I bet you at least five quid you don't know my postcode.

Mark Towse

It's OX9 4UD actually. You owe me five quid me old mate. **Ed**

Is Phil's nose really that deformed?

C Hanway

His nose is quite normal. It just looks that way 'cos his face is so deformed. **Ed**

PS Our ages are 14 but mental ages are 0. As you can see from the spelling.

Craig and Beddy

With names like that I'm not surprised! **Eddy**

any time you desire. The luxury of this is you can be covered in zits and so be reminded how different you'll look when they have gone (ahem).

Function two, on the other side, is a Phil Snout teaser, just the thing to make his mouth water and his stomach rumble. Hold the pig-and-tomato-sauce sandwich pie in front of him, and he'll obey your every request (just as long as you buy him a real one later).

Hope you like it — it's totally unique!

Darren Wynard
Normanton, W Yorks



What makes you think I need to admire myself all the time? I've got plenty of other people who can admire me. Well, okay only one and that's my mum — and I have to pay her to do it! Sob, sob! I'm more interested in the reverse side of the keyring — the Phil Snout teaser. If it can really make Phil obey my every request I'll eat my hat — that's if Phil doesn't eat it first! Thanks very much for your lovely gift. **Ed**

tree?

A: A snooker table.

And those were the tasteful ones . . . Do you have any jokes that are both funny AND printable? (There don't seem to be many around, judging the porniness of our postbag. You're all **WARPED!**) Dig them out and send them to *Kindly Leave The Stage*, YS, 14 Rathbone Place, London W1P 1DE. All those printed get an exclusive YS badge.

YS HORRORSCHOSES by Betelgeuse

CAPRICORN

(Dec 22-Jan 20) Got a headache this morning? A few too many sherbets last night? Skin feels like wax? Tongue needs a shave? Well, it's your own fault — don't say I didn't warn you. Now go up to your room this minute.

AQUARIUS

(Jan 21-Feb 19) Outdoor activities are extremely well starred this month, so Aquarian cat burglars should have a good few weeks. Look out for Aquarian rozzers, though.

PISCES

(Feb 20-Mar 20) Sign of the fish, Pisces, which certainly explains that odd smell in here. Haven't you had a bath this morning?

ARIES

(Mar 21-Apr 20) The arrival of Pluto in Capricorn is liable to affect your mood this month, turning a normally kind, generous, affable sort of cove into a slaving homicidal maniac. Go and annex the Sudetenland or something.

TAURUS

(Apr 21-May 21) Ah, the bull, which is what you'll find yourself talking most of this month. On and on you'll drive, pouring forth an unstoppable flow of bilge. Yes, you're Anne Diamond!

GEMINI

(May 22-Jun 21) A good month in store, with you winning the pools, buying an enormous house in the Bahamas, and setting up home with Christie Brinkley. (Only kidding).

CANCER

(Jun 22-Jul 23) A momentous time for you right now — you're likely to be moving house, changing job or school, or possibly turning into an antelope. (In which case it may be time for a spot of redecorating, methinks.)

LEO

(Jul 24-Aug 23) Work is looking up this month, so if you're doing exams you're almost certain to pass everything with flying colours and eventually be elected to the Regius Professorship of Modern History at Oxford University. Almost certain.

VIRGO

(Aug 24-Sep 23) Feeling paranoid? If not you should be, as masked men carrying chainsaws will be chasing you around town this month, especially if you were chatting their girlfriends up the previous evening. My advice: stay in and watch Bob Monkhouse.

LIBRA

(Sep 24-Oct 23) Sorry, nothing happening to you this month. Hard life, isn't it?

SCORPIO

(Oct 24-Nov 22) A good month for travel, and many Scorpio businessmen will find themselves flying out to Spain for extended holidays beyond the reach of extradition treaties. For YS readers, it may be time to renew that bus pass.

SAGITTARIUS

(Nov 23-Dec 21) Footwear figures prominently in your horoscope, so why not pop out this moment and buy that pair of fluffy slippers you've been looking at? And don't forget the Odor Eaters".

KINDLY LEAVE THE STAGE

This month's crap jokes are really hot 'n' steamy! Take a whiff of these from **David Lane** of West Bridgeford, Nottingham and **Phil Kiernan** of Co. Westmeath, Ireland.

Q: How do you make a dog drink?

A: Liquidise it!

Q: What's green, has four legs and would kill you if it fell on top of you out of a

STREET FIGHTER

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IN YOUR WAY



Screen shot from Spectrum version.



Screen shot from Amstrad version.



Screen shot from CBM 64/128 version.



Screen shot from Atari ST version.



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GIANTS OF THE VIDEO GAMES INDUSTRY

Barbarian II

Following the amazing success of Palace Software's *Barbarian* on the Spectrum, *Barbarian II* is almost ready to slash its way onto your screens. Our down in the dungeon correspondent, Tommy Nash, takes it on to see if he's man, or indeed woman, enough. (Eh? Ed)

Barbarian was a fairly normal sideways scrolling beat em up, with a well standard plot line. All you had to do was rescue-the-damsel-in-distress, Princess Mariana (The Maria Whittaker character), by slashing your way through round after round of baddies, the employees of a nasty piece of work by the name of Drax. You rescued Mariana, and chased off all Drax's meanies, but Drax himself never showed... he fled beyond the dungeons beneath his black castle, to his inner sanctum, waiting for Palace's programmers to come up with the idea for the next game.

And so, *Barbarian II* takes up where the last tackle ended, letting the player choose between controlling Barbarian or Mariana as they thrash their way into Drax's dungeon. 'Cos you see Mariana's no mean sword-swinger herself and it's her intention to whip Drax's head off... or indeed anything else he sticks out long enough. (Ouch!) The game is similar to the original, in that battles take place in a sort of head-to-head, slice-and-dice combat format, but whereas in the first game you could only exit the screen at the left or right ends, in *Barbarian II* you can walk into and out of the screen, because each level is an interlocking 28 screen maze.

The first multiloaded level sees you tramping The Wastelands surrounding the castle, looking for a way down into the dungeons. As you look for the entrance to the caverns, you are set about

by the first set of *Barb II*'s truly weird array of nightmare monsters. There are some more conventional baddies like a neanderthal man and an ape, but the most horrible ones are the Saurian Beast and the Mutant Chick. The Saurian creature is the long necked thing which, if you let it, will bite your head off and gulp it down its long throat. Urgh! Worra disgusting bit of animation.

Having found your way into the Caverns, you are confronted by another bunch of slime-drenched gribbilies. And this is the most subtle thing about *Barbie II*, because each group of baddies have their own characteristics, and you have to adjust your attack strategy in order to beat them. Some creatures are short and attack low, so you have to defend and attack low, others are tall, and some are just plain tough and have to be hit millions of times before they keel over. Exhausting!

After the Caverns come the Dungeons, and one of the most fearsome monsters in the game. The pits are all around you, and in order to make your way through the dungeon, you must jump over them. But if a pit thing is in the pit you're jumping over, you could be snapped in two by its giant powerful jaws. But provided you're persistent and strong, you can make your way towards Drax's Inner Sanctum. And it's here that you meet the most deadly foes, the Living Idol, and Drax's Demon.

The game graphics are superb, as you'd expect from a Palace game, but it's the massive sprites that are the most impressive, and the animation of both the hero/heroine and their many many adversaries is first class. I reckon *Barbarian II* is going to be a big hit, and I look forward to wading my way through hints and tips for it for months to come.

Orc Guard

Tall, skinny, and very green, that's the Orc guard. Watch out for his razor sharp Orcan sword, 'cos he'll trim anything you stick out. (Yow!)



Pit Thing

SNAP! That'll be the last sound you hear if you're slow about jumping the dungeon pits. That and the sound of your bones being crunched. Urgh.

FAX BOX

Game *Barbarian II*
Publisher Palace Software
Price £9.99



Once inside the Caverns, Barbie is immediately confronted by an Orc Guard who seemingly jumps out of nowhere. To help him keep his sense of direction in situations like this, the sword underneath the frame always points to the north.

Neanderthal

Level one has its share of humanoid nasties, like this prehistoric club swinger. Try lobbing his head off, it's easier than you think.

Carnivore

Eurgh! What's that? A bit like a cat with no eyes or nose, but flippin' MASSIVE teeth. It'll gore you to death unless you beat it back!

Saurian Beast

The most horrible beast in the first level, and probably the game. It'll bite your head off and swallow it noisily, as your body falls to the ground.

Giant Grub

Slithery yucky slimy grubs, and what big, horrible nippy ones. They jump up and nip you with their pincers. Hitting them in mid air is best.



The Dungeonmaster is one of the biggest and toughest baddies in the dungeon section on Level Three. He has to be hit several times before he'll fold over, but if you're lucky you can chop his head off, one of the most spectacular and splatery effects in the game.

I M A B I

A D V A N C E M E N T T H



Denied his throne, RASTAN hacks his way through the horrors unleashed upon his world – FIRE BREATHING LIONS, GIANT BATS, SNAKES, LIVING SKELETONS and the LEGIONS OF THE DAMNED. Finally he must slay the EVIL NECROMANCER KARG, as he assumes the awesome appearance of a MULTI-HEADED DRAGON, to regain what is rightfully his. Is it more than you can handle?

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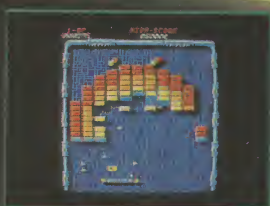
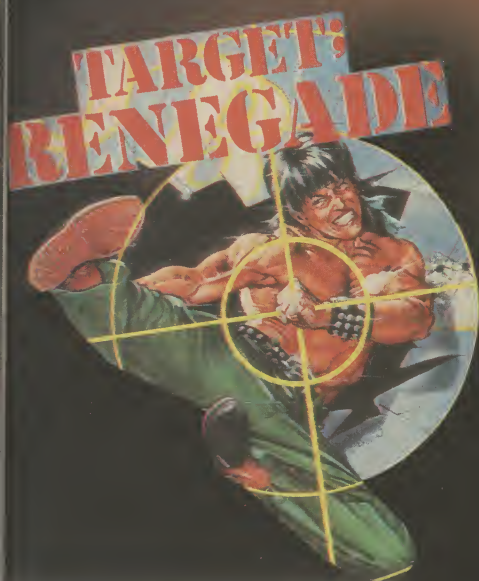
M E T I C S

T H R O U G H I M A G I N E

3-7
 Run way through
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 Fight your way through
 LAUNCH community, the
 ANHEADS the BEASTIE BOYS, the
 DUNDERS On a hot steamy night in
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STARTER

FULL PRICE GAMES

This Month	Last Month	Game/Publisher
1	NE	Target Renegade /Imagine
2	(2)	Out Run /Sega/US Gold
3	NE	Buggy Boy /Elite
4	(1)	We Are The Champions /Elite
5	RE	Six Pak 3 /Hit Pak
6	(6)	Match Day II /Ocean
7	NE	Sophistry /CRL
8	NE	Earthlight /Firebird
9	(7)	Konami's Arcade Collection /Imagine
10	RE	Combat School /Ocean

BUDGET GAMES

This Month	Last Month	Game/Publisher
1	RE	Yogi Bear /Alternative
2	(1)	Ghostbusters /Mastertronic
3	(9)	Way Of The Exploding Fist /Mastertronic
4	(4)	Steve Davis Snooker /Blue Ribbon
5	NE	Ace/Cascade
6	(7)	Fruit Machine Simulator /Code Masters
7	(8)	Trap Door /Alternative
8	(10)	Soccer Boss /Alternative
9	RE	FA Cup Football /Mastertronic
10	(3)	Super Stuntman /Code Masters



TOP TEN AUSTRALIAN TOWNS

1. Wagga Wagga
2. Wee Waa
3. Wangaratta
4. Toowoomba
5. Peebinga
6. Wooroorooka
7. Wanganella
8. Wollongong
9. Ulladulla
10. Goodooga

Compiled by our other wacky Irish friend, Stephen Gallagher. Good on ya, sport!

Q. How many programs take to change a hard drive?
A. None, it's a hardware problem.
Thanks to our wacky marks for that enlightenment.

TOP TEN TRICKY SINGULAR OR PLURAL WORD FORMS

1. Phenomenon
2. Graffiti
3. Index
4. Stigma
5. Data
6. Opera
7. Media
8. Criteria
9. Kudos
10. Phil South

Confused? You will be, until you turn to page 86 for the answers. Meanwhile, thanks to ace grammarian Peter Young for sending us the chart!

TOP TEN SONGS WITH THE WORD 'HEART' REPLACED BY THE WORD 'NOSE'

1. **I Left My Nose In San Francisco**/Tony Bennett
2. **What Becomes Of The Broken Nosed?**/Jimmy Ruffin
3. **Sign Your Name (Across My Nose)**/Terence Trent D'Arby
4. **This Old Nose Of Mine**/Isley Brothers
5. **Owner Of A Lonely Nose**/Yes
6. **Young Noses Run Free**/Candi Staton
7. **You Broke My Nose (In 17 Places)**/Tracey Ullman
8. **Nose On My Sleeve**/Gallagher & Lyle
9. **There Must Be An Angel (Playing With My Nose)**/Eurythmics
10. **Total Eclipse Of The Nose**/Bonnie Tyler

Compiled by our wacky Irish friend, Gerard Carton. All right, nose pickers? Not 'arf!

• Essential for the man (or woman) who has everything, this new audio cassette from those wacky tape heads, TDK. The so-called 'Limited Edition' AR series cassettes are actually the height of Japanese style, super high-quality cassette tape in a sleekly designed box. The cassettes contain fine ferric particles on a specially unabsorbant tape, meaning that you get a very cheap, but high quality recording. The cassette mechanism is precise, and the casing is tough, being fastened together with five crosspoint screws. The box, the main feature of the new package, is a slim plastic case, which flips open like a cigarette case. And best of all it only costs £1.99 and comes in a choice of dusky panther Black or cool ivory White. So you think you're cool, eh? You think that your sense of style makes Bryan Ferry look like Keith Chegwin? Well if you don't record your tapes on TDK AR, then you just don't have it, sucker.



COMICS

- 1 **Batman: The Cult** (DC) Part 1
- 2 **The Killing Joke** (DC) Graphic Novel
- 3 **Marvel Comics Presents** (Marvel) 1 and 2
- 4 **V For Vendetta** (DC) Issue 1
- 5 **Hellblazer** (DC) Issue 9
- 6 **Swamp Thing** (DC) Issue 75
- 7 **Daredevil** (Marvel) Issue 258
- 8 **Iron Man** (Marvel) Issue 234
- 9 **X-Men** (Marvel) Issue 234
- 10 **Nick Fury, Agent Of Shield** (Marvel) Issue 2

Chart compiled by **Chris Campion** at Virgin Comics

● Good chart this month, with Batman dominating as we predicted he would. *The Killing Joke*, last month's excellent chart topper has slid back to the number two slot, to be replaced by the utterly superb *Batman: The Cult*. This is a quality comic, and more like a graphic novel in feel, being printed on art paper and having a splendid glossy embossed cover. The story begins with Batman having a dream of being attacked by the Joker, and finally slicing him to bits with an axe. When he awakes from this horrifying dream, it turns out that reality is harder to cope with than fantasy. Bats has been kidnapped by a cult of rabid shamanists, and is hanging by a chain from the ceiling of a Gotham City sewer. A dirty bandage on his side covers a recent wound, and he's delirious with pain and hunger. As this is only the first part of the mini-series, I can only guess about how Batman is going to get out of this one, or how he got into it in the first place, but I'm sure all will be revealed in the subsequent parts. Rush out and buy it at once, but if you can't don't worry. My money is on the whole series coming out as an all in one paperback before

the year is out, so I'm waiting for that. *The Killing Joke* is still essential reading, at number two in the chart, and if you still haven't got it yet I strongly recommend you do so before they all vanish. *The Killing Joke* is Batman and Joker as you've never seen them before.

Hellblazer is a cracking comic, I've said it before and I'll say it again. Be sure you catch this one, 'cos it deserves to be higher than five and no mistake. More demonic goings on as John Constantine battles the dark forces in modern day London. Old standards *Daredevil* and *Iron Man* are undergoing the same kind of revamps as the other Marvel heroes, but seem to be plodding a little behind in that respect. And as for *The Uncanny X-Men*, at number nine... Y'know, I've really gone off them. Since they became 'dead' they've been really boring, a bit like a group of people waiting for a plane at Heathrow or something. All that recreation and outrageously dangerous training sessions, how flippin' tedious. Hows about a proper story, guys? Has Chris Claremont had a brain transplant, or something? **Phil Snout**, Comix Ed.



Rachael's back row film reviews

VICE VERSA (PG)

Judge Reinhold, Fred Savage

Ever thought that adults have it *real* good? Then why do they always tell you that these are the best years of your life? All that homework, bullying, going to bed early. Why, if I could do it all again... (Aged Rachael).

Well, not quite *all* again, but what if you could swap places with an adult — inhabit their body — live their life for a while? That's what happens to 11-year-old Charlie and his dad when they both hold a magical Eastern skull and make the fateful wish. Suddenly Charlie is bursting out of his teenage trousers (Oo-er), while Marshall is swamped by his designer suit.

Charlie's first reaction is to let his yuppie Pop sweat it out — so he sends him to school to find that class ain't got no class. Instead it has tests, toughs and mean teachers. Meanwhile Charlie discovers that dad's job in a luxury store is far from a day-long romp in



the toy department and that a small boy in big business is at a distinct disadvantage.

Pretty soon they're ready to swap back — but how? They can't just say abracadabra! Obviously the skull holds the secret — but it also holds big bucks for its owner, a rich art collector and her thuggish assistant, who used Marshall to unwittingly smuggle it into the country in the first place. And now they want it back.

Farce of the finest kind follows as the kidnappers kidnap a kid who's actually 32 years old, while the real teenager battles through a boardroom tussle for his job. Brilliant performances from young Fred Savage and Judge Reinhold (who can try my case any time he likes), pay off in this tale of trading places.

THE MONSTER SQUAD (15)

Andre Gower, Robby Kiger

Everyone loves the classic monsters — Frankenstein, the Wolfman, Dracula, the Mummy, the Creature — and last but not least, Snoutie. (Have you ever seen him eat?!) Of course they only exist in those corny old black 'n' white movies of way-back-when though. Or do they?

Take a group of teenage horror fans and see what happens when the real Count Dracula and his cronies drop in to their small town from a passing transit plane. The result's a lot like *Stand By Me* with shivers and shrieks — though they're mainly of laughter because this is a fast moving monster-sized spoof.

The boys of *The Monster Squad* find that the real thing is rather more than they can handle, but it isn't easy to convince their parents that the undead have moved in (bang goes the neighbourhood). The only solution is to enrol the help of a friendly expert in the dark realms — but where to find one in rural America? Luckily not all of the monsters are as bad as they first seem. You can put down Frankenstein's anti-social behaviour to a bad childhood and being misunderstood.

Eventually the kids are ready to wage war on the vampire and his minions, with results which are both thrilling and hilarious. You'll learn a new way to dispose of a mummy and a hitherto unknown fact about werewolves before the rip-roaring climax in the town square.

This is just the sort of movie for a summer evening. You come out feeling really great. And who cares what's lurking in the shadows on the way home? — you can deal with anything well, anything except Phil with an inch-thick baked bean cannie, that is!



ADVENTURES

This Month	Last Month	Game/Publisher
1	(2)	Cricket Crazy/Alternative
2	NE	Werewolf Simulator/Top Ten
3	NE	Blood Valley/Gremlin
4	NE	Smashed/Alternative
5	(4)	Football Frenzy/Alternative

Chart supplied by Roger Hulley of R & R Distribution.

STAR

Brought to you by the team who produced the top-selling STAR WARS® game, THE EMPIRE STRIKES BACK™ is the next stage of the unfolding drama.

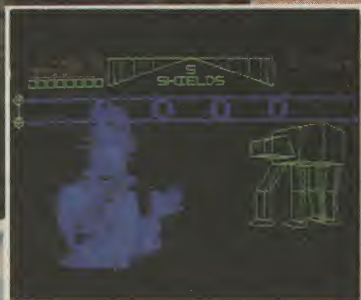
This game follows the non-stop action of the movie and is a direct conversion of the famous coin-op.

The player takes the role of Luke Skywalker, piloting a snow-speeder against the huge Imperial Walkers. Darth Vader controls his forces with deadly cunning, using his Probots to search and attack the Rebel Base.

The action continues as the player becomes Han Solo in the Millennium Falcon, looking for safety in the galaxy whilst being attacked by Tie-Fighters and dodging asteroid storms.

May the Force be with you - Always!

WARS®



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STAR
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SCREEN SHOTS

We're all goin' on a summer holiday, no more worries for a week or two... 'cept how to decide which game to waggle the old joystick at next, what factor sun cream to use, whether to have that seventh ice cream or not, how to get a high score on...



YS Seal Of Approval
All games reviewed in Screenshots are finished products.

Psygnosis/£9.99

Phil You're scanning the horizon, but you can see nothing, no sign of them. But they're there, you know it. Stumping along on their tripods, slowly, deftly avoiding obstructions. They're there all right. They were spotted by the forward station... just before it went off air, that is. That funny scream, sharply cut off by a burst of static. What happened to them? Let's hope it was quick... then you catch a glimpse, a red metallic shape moving surely through the rocks to the south. You kick in the treads of your DVS and head towards it at half speed, power up your laser bolter, not daring to think about what you're going to find. The Terrorpods are here.

Wow! I must admit that I never expected this game to pop up on the old Speccy. This has been a big hit on the 16 bit machines ever since PCW last year, I think. And very fancy and colourful graphics they were too, scrolling back and forth and side to side across an alien landscape in your Defense Strategy Vehicle in search of the deadly Terrorpods, horrific tripod creatures with long pointy snouts.

Well the scrolling is here, as are the pointy snouts, but

where's the colour, guys?

Sheesh, I thought this was going to be a blastarama, but no such luck, it seems.

You have limited fireballs to destroy the evil strutting Terrorpods, and with the interial roll of the scrolling (you continue to move, even though you've stopped pushing in that direction) it's quite hard to draw a bead on the little devils. I thought the Terrorpods were supposed to suck my brains out through a straw, or something, being towering evil alien beings... but the sprites which met my eyes on the screen were a bit on the widdly side. Yowch! Oh dear. They seemed to have sucked my brain out! Yes, when a Terrorpod gets close to you, all your energy drains out through the hull of your ship, blowing one of your lives.

Another way you can meet your doom (don't you jest lurve the word 'doom'?) is from the many guided missiles which are fired at you by the Terrorpods mother ship, a fiendish red shape which hovers menacingly over the horizon. You can outmanoeuvre them by steering hard right or left and forward, I discovered, so they aren't really a problem. Except for the fact that while you're dodging the

missiles, the Terrorpods have not only got past you, but they've also sneaked into your house and eaten your dinner. Okay, so I was only joking about the dinner, but they do get a chance to disrupt your power plants, and that, bucko, is your job! To stop them doing that!

I actually enjoyed playing *Terrorpods*, but I had misgivings about it as a game, feeling like I'd seen the like before and if it had superb colour graphics and sound it might have been just alright. But as a mono game it lacked a real spark of genius somehow, and was a bit boring and repetitive. But that said, it's a well made game, and I liked the idea of it. Check it out before you buy.

YS CLAPOMETER

Skillful conversion from 16 bit smash hit. Gameplay is fast, animation and graphics good, but lacks a certain flash of brilliance.

GRAPHICS	
PLAYABILITY	
VALUE FOR MONEY	
ADDICTIVENESS	

7

TERRORPODS



Gremlin/£7.99

Macca Those chaps at Gremlin seem to have a fascination with blood. First came *Blood Valley*, now there's *Blood Brothers*. What next? Blood Cousins twice removed? Anyway, on with the review.

Blood Brothers begins when twins, Hark (what light from yonder window breaks), and Kren return home to the planet Slyonia to find their family has been murdered and their home destroyed, by a band of space

baddies called the Scorpions. Vengeance is vowed and armed with some sophisticated weaponry, the pair set out to single-handedly hunt down and destroy the Scorpions and recover the stolen lolly. All in a day's work really.

You control (I'm not sure whether that's the right word), Hark or Kren as they jet-pac it around a multi-screen complex of platformy, geometric caverns, blasting aliens, collecting jewels, and then blasting some more

aliens. But inertia and gravity effects means that one lax moment and hey, splat! you're dead. Also, when you fire, a massive recoil can batter you uncontrollably through several screens like a pinball. Ouch!

The aliens are pretty dumb, they generally stick to plain ol' left/right, up/down movement patterns. But some, usually one per screen, have an irrepressible affection for you, and will home in for a bite of your rear. And as they're tenacious little so-and-so's, it takes six shots to oxidise an alien, and this, added to the recoil-syndrome, really makes killing ET's a chore. You have little chance of surviving, what with well 'ard aliens and decreasing energy, ammo, and jet-pac power.

The simultaneous two-player option is okay, but in such a fast-moving downright deadly game, there's little space for skill.

There's also little graphic or strategic incentive to reach the next screen. Each screen looks much the same as the last one, and getting past each doesn't exactly require a feat of mental dexterity.

But the one little trick that really perks up this game (and its score), is the jet-bike section. This is the bit where you straddle (fnar), your ultra high-tec but still quite trendy jet-bike and go off in search of other mine shafts. To get to the shafts you have to steer your bike through miniscule gaps and around tight corners in the impervious walls that bullet towards you, whilst avoiding (or shooting) the strategically placed towers and making sure you don't run out of fuel or ammo. This part is really addictive. I spent a sweaty, foul-languaged hour trying to get to a certain mine shaft. I succeeded eventually (using the well-worn hackers adage:- if at first you don't succeed, use a multiface), and joy upon joys, I could remember the route and re-succeeded on the re-play. Remarkable.

The overall game takes place over three loadable modules with differing graphics, differing routes, and differing strategies — apparently. Every level, I found, seemed to require exactly the same combination of frenetic blasting, swearing and incredible good luck. And all in all, it was a little boring.

BLOOD BROTHERS



YS CLAPOMETER

An annoying platform shoot 'em up, saved only by a savagely addictive sub-game.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



JOYSTICK JUGGLERS

Those jaunty jugglers are back again having completed yet another successful sortie on the games room at Castle Rathbone.



Duncan MacDonald Still as balmy as a summer evening, and twice as cool. Our resident barm pot makes even Walt Disney look like a cartoonist.



Ben 'n' Skippy — Not as you might think one flower pot man and a bush kangaroo, but none other than two ex-Ludlow all stars.



David 'Macca' McCandless — Famous for juggling your POKEs, programmes and his GCSE's, Dave is now free of them (the GCSE's we mean), and concentrating on completing his take-over bid at YS. (Gulp).



Sean Kelly — Still hasn't completely forgiven us for that pun about his home town last month. Well, geography never was our strong point!



Jonathan Davies — Although finding it difficult to prise himself away from his ST, JD still finds time to wibble his wubber keyboard for us. Ah, innat nice?



Nat Pryce — Down in the Bargain Basement again, the boy from Bristol takes a look at the latest cheapies.

YS SCORES

- 10 — Yaaaaaay!
- 9 — Wooooaar!
- 8 — Wahay!
- 7 — Cor!
- 6 — Ooooh!
- 5 — Hmmm
- 4 — Errrrm
- 3 — Weeell
- 2 — Bleuch
- 1 — Heeeughie



MICKEY MOUSE

Gremlin/£7.99

Ben 'n Skippy At over 50, Mickey Mouse is still performing better than most superhero types. Imagine the lifestyle of this world famous rodent; girls, money and copious amounts of ripe cheese; he's got it all, except the wrinkles (bah!)

This is Gremlin's second release based around the wonderful characters of Walt Disney, the first being the somewhat childish *Basil The Great Mouse Detective*. Gremlin has the licence to all Disney's characters so there's bound to be more on the way — and if they're all as good as this the world will be a better place to live.

Four nasty witches in the pay of the evil Ogre King have swiped Merlin the Magician's magic wand and cast a hugely evil spell of Poll Tax over Disneyland, leaving the peasants with no money (heard that somewhere before?). Just to make things seem even more bleak the witches have broken the Wand into four pieces and hidden them at the top of each tower in Disney Castle, where they're currently holed up. A birrova problem I think you'll agree.

With a cry of 'Never fear, Mickey's here!', in walks our unlikely hero, volunteering to get back the four peices of wand and so restore at least some normality to the land. He bounds into the game with vigour, determination, a hammer and a water pistol only to be killed immediately because he hadn't waited for us to explain the game properly (ha!)...

Within each of the castle's towers there are platforms which are connected by ladders. The platforms are patrolled by minions of the Ogre King. There are two types of these; ogres which can be beaten to death with Mickey's hammer, and ghouls and spirits which can be squirted back to the grave with the water pistol. Pressing the space-bar toggles the weapons. Bashing ogres is easy enough; squirting the bad guys is more of a problem, as the water pistol

occasionally runs out of ammo (touching Ogres and ghoules also results in a loss of water), and when it does, it means instant death!

Luckily, when you squirt/beat the living daylights out of one of the meanies, their earthly remains mutate into some surprisingly useful gadget or other. This can be a smart bomb (which looks like a rocket), a sort of levitation spell which stops you falling off platforms (an eagle), a speed-up spell (a flash of lightning), a slow spell (which, oddly enough, slows down the monsters), and a snarly grarrrrrr face (which scares all the meanies so badly that they all run away from you!) to name but a lot. However, nine times out of

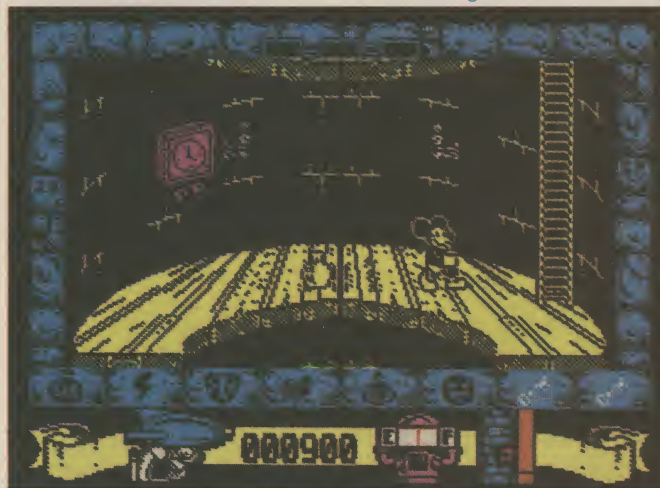
ten (well, probably), you'll be presented with a lil' bottle of wickedly powerful enchanted water which can be stuffed in your pistol (fnar!) and squirted all over the place (fnar, fnar!). Alternatively you can just bonk the ogres (fnar, fnar) with your hammer. Occasionally you meet a super-'ard ogre who's twice the size of Mickey- bash 'im once, and he splits into two normal size meanies who can be disposed of in the usual way (bof, pow!).

On most of the platforms there is a door which acts as a passageway into the unknown realm of the sub-game. To complete each tower, all of its sub-games must be completed. Once a sub-game is finished the

door boards itself up and you can't get back in. (The monsters can't get back out either so that's not altogether a bad thing). Keys are naturally a vital pre-requisite to getting through the door in the first place: you start with two and can collect more should any of the monsters happen to leave them behind.

The first of the four sub-games likely to be discovered is a pac-man type flip-screen maze game in which Mickey has to pick up a hammer, some nails and some wood. Dotted about are one or two black balls which guard each screen, hearts which give you extra lives (you have three lives on each sub-game — when all are lost you return to the platform) and power pills which give a few seconds invulnerability. Once all the bits are collected then it's out through the exit and off to find the next challenge.

Mickey's graphics are excellent. Obviously, they're not quite Disney standard, but they're as good as you're going to see on a Spectrum screen. The sound is jolly; loads of bright breezy tunes help you through the 48K version and though the colour isn't used too liberally it certainly adds flavour. Gameplay is only marred by the maze sub-game which gets incredibly tedious after a few goes — the others make up for it heartily, though. There is plenty of variation and challenge in this game, which could have been as boring as a George Michael L.P. (well, maybe not that bad, but you get the idea...). We reckon it's well worth forking out for.



YS CLAPOMETER

Violence, waterpistols and cute lickle rodents. What better night's entertainment could you ask for (fnar)?

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



9

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US Gold/£8.99

Duncan What do you get if you take seven parts *Ikari Warriors*, three parts *Gauntlet*, mix them together, pull out all the colour and then slow down the action? Give up chumbles? Then I'll tell you: You get the latest coin-op conversion from US Gold. Known as *Halls Of*

Kairos in the arcades, the home computer version is called, for some reason *Desolator*.

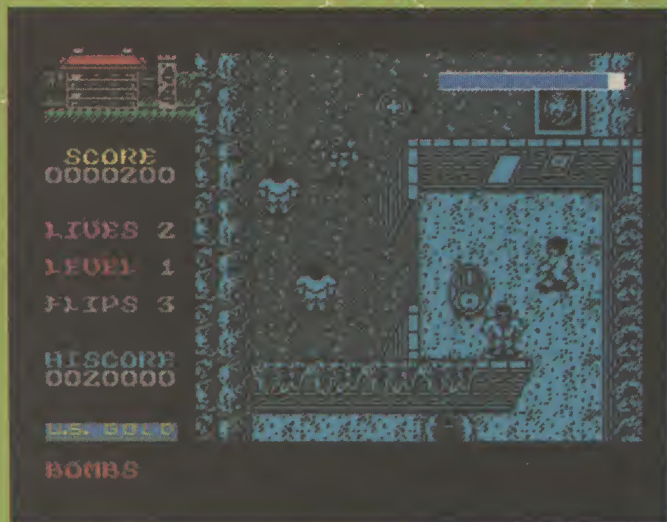
Oh dear, it's blurb time, and bimbo here's only gorn and lost the blurb sheet. Still, I can remember the gist even if I can't remember all the silly names; here goes. You play a

geezer called Mac and you have to explore a castle. Problem is that the castle happens to be owned by the most evil person in the whole multiverse, Kairos the Great Satan. Crikey. And more — the castle is populated by his family and friends (and this is where I forgot the names so I'll make

sword throwing knights, zombies, fire breathing wall thingies and, well, general 'evil castle' spookery.

There're end of level meganasties to kill (fiendishly difficult to begin with but sussable) and babies to collect. These babies, called Peters, are trapped behind various mirrors

DESOLATOR



some up) — Xaxixjex, Pippin the Wondermule, Ron Hardman and Major Binkie Smellybot to name but a few! They're all horribly horrible and try to stop you rescuing the 'babies' for that is your quest.

Like *Ikari Warriors*, *Desolator* is a vertical scroller with a not overly generous horizontal playing area. The whole thing's monochrome (the five levels have different background colours,) but the sprites are all clear and easy to see. Also like *I.W.*, you view from above and behind but, (and this is where the *Gauntlet* element comes in), there are rooms to be entered and certain routes to be avoided. Also more in the *Gauntlet* mould are the nasties:

in the complex. Near each mirror is a shield which has to be punched to release the vile bairns who can then be collected by contact. Now, here's a funny thing; in the blurb it says that picking up six of these horrid little yukkies makes you invincible for a bit. My experience was that picking up *eight* made the screen go red but there was no sign of invincibility — unless of course the power only lasts for thirteen pico-seconds. Oh yes, your weapons: fists to begin with, but grenades can be picked up along the way.

Anyway, what do I think about *Desolator* overall? ... I think it's okay, actually, but I have got a bit of nitpicking to

Electronic Arts/£8.95

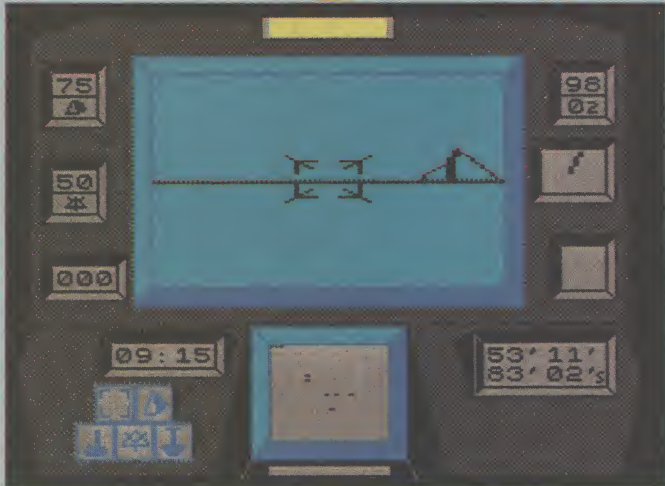
Duncan Yonks and yonks ago (about a year at least), I saw a game called *Arctic Fox* on a friend's Commodore Amiga. Solid filled graphics, squeaky 'tank trundling' sound effects and lot's of zaap-boom fighting action in the snowy wastelands. Great fun! ... 'There'll never be a game as good as this on the humble Speccy', I recall myself thinking. And then what happens. Gor blimey, if Firebird doesn't release a game called *The Sentinel* — solid but slow. Then *Driller* blimey solid and not so slow. And then *The Dark Side* — solid and almost smooth. And what drops into my hand today? Only a Spectrum version of *Arctic Fox* by cracko!!!! I almost damaged my tape recorder as I jammed the cassette into its jaws in a state of hyper-expectant frenzy! I paced back and forth, palms a-sweat, until eventually *Arctic Fox* had loaded and was waiting in my Spectrum.

Oh dear.

Oh dear, oh dear, oh dear...

Where can I start? Well, for

ARCTIC FOX



one thing the graphics are vector. Nothing wrong with that — I don't mind vector graphics (*Elite*, *Starglider*). Besides, vector graphics can move really fast!

Oh dear, oh dear, oh dear...

These ones don't.

Scenario? Well, you're somewhere near the south pole, inside a futuristic tank. You're surrounded by squillions of enemy craft; planes, tanks, rocket launchers and things like that. Your weaponry consists of cannon, droppable mines and guided missile, and with these you've got to make your way through the enemy lines and destroy the command HQ.

The 'action' takes place in a quarter screen sized window in the centre of the screen, with radar scanner and various iconry scattered in the surrounds. The graphics are small, scribbly and hard to make out. The animation 'up-dates' very slowly and everything jerks across the screen in what seems like character-square lumps at a time. The response from keyboard and joystick inputs is

SKATE CRAZY

do:
Nitpick 1: Control of the main character isn't 'crisp' enough for my liking.
Nitpick 2: Loading (especially on 48K), is a real pain — takes ages.
Nitpick 3: There are bugs. The game isn't riddled with them by any means, but it did freeze up on me twice forcing me back to Nitpick 2.
Nitpick 4: The sprite for the main character is exactly the same sprite used for a lot of the nasties. Can get confusing.
Nitpick 5: The heads of Kairos at the end of level one look exactly like a bloke I know called Frank, who's a social worker. I wonder if Kairos, too, drives a clapped out Renault four?

Actually, that last point was quite a smooth link into my end piece — yet another of my infinite supply of unbelievably hilarious jokes.

Question: How many social-workers does it take to change a broken light bulb?

Answer: None — they're all too busy trying to change the one that works.

YS CLAPOMETER

Birrova hybrid of Ikari Warriors and Gauntlet, quite good fun, but not as good as either of the above.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



7

sluggish to say the least, and pretty soon total confusion and bewilderment sets in. Or it did with me, anyway.

If this was a budget title, I would probably say "Gosh — this is quite an undertaking for a cheapie, but that still doesn't make the gameplay any better." At full price, all I can say is, erm, 'Oh dear, oh dear, oh dear.' And seeing that I'm the kind of cad who likes to kick a man when he's down, I can only add that a game set at the south pole should be called 'Antarctic' Fox. Nuff said.

YS CLAPOMETER

Fairly dire conversion of a 3D tank game that could have had a lot going for it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



5

Gremlin/£7.99

Duncan I read somewhere that an infinite number of monkeys, given an infinite amount of time (and the same number of typewriters), could, purely by chance and the law of averages, reproduce the entire works of William Shakespeare — word for word! As a little experiment I'm going to leave my pet monkey, Pippo, in charge of this review. He's got until I get back from the sea-side tonight! Byebye!

Hello, I'm Pippo, and I'm typing at random. ('We know' — lots of astute readers). I've seen my master playing this game, and I'm going to tell you all how good it is.

As you might have gathered by the title, *Skate Crazy* involves you in the crazy world of roller skating. You control a little chap called Freddy who has, along with some of his chums, taken over a disused multi-storey car park in order to hold a grand roller-skate competition! There

are four courses (levels), and the general idea is to perform a variety of stunts whilst accurately following a pre-set route in the shortest possible time. This will impress the four judges, which is quite important actually, as only high scores will allow you to progress up the levels.

Each course takes place on a very large playing area, which is a beautifully smooth eight way scroller (monochrome graphics), viewed from above. On the ground are numerous white arrows, which designate the route you have to take. To either side of these arrows are items such as boxes and tyres, which will knock you out for a few seconds and drain your energy if you collide with them.

There are loads of other hazards strewn about the course — oil patches, sand patches, glass, potholes and much more besides. These all help to fuff up your score if not avoided.

From the moment of starting a particular course, a timer will begin to tick down, but passing between sets of flags positioned in various places on the track will bounce the time back up to maximum setting. Failure to reach these flags in time will result in the loss of one of your four lives.

Also scattered around are ramps. Jump these at speed and, while airborne, rotate your joystick clockwise or anti-clockwise (or indeed both), to perform aerial pirouettes. Mind you, if you're silly enough to land backwards, the joystick controls get all wobbled up. My master cursed several times at this point. Mind you, in later levels I believe that some 'flag-points' have to be negotiated in a bottom-first direction, so I think my master would be wise to practice this art!

Anyway, let's assume you've managed to negotiate the entire course having successfully avoided all the 'avoid things', collected all the 'collect' things and pulled several hair-raising 'stunts' out of your 'stunt-bag', the four judges will raise their score cards — which in this hypothetical case would probably be four 'nine's' — allowing progression to the next level. (My master thought he was doing well when he got an average of three, and he has the audacity to call ME a stupid chimpanzee!!)

With its lovely graphics, beautiful animation and frenetic and addictive gameplay, I think I will have to do out a pretty high score for *Skate Crazy* — and I think I had better do it pretty quickly, as my luck must be running out and I'll soon, no doubt, be typing absolute gibberish! 66@9?33dy m LK#b.

YS CLAPOMETER

*A beautifully presented and very tricky roller-skating avoid 'em/collect 'em and do lot's of stunts 'em up. Great stu%£*D4j.*

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



9



JARRET'S LOG

Ever since our plane crashed into this godforsaken jungle I have been determined to keep a record of our adventures. Unluckily there is no recording studio available so I have had to settle for a diary... in the hope that one day somebody makes a computer game of the whole affair!

1 May: We spent the night camping by the plane — at least Clive did. Gloria says it's just his age. As dawn broke, I gathered my troops together. The first job was to collect the wreckage, including the bottle, for water. I spread it out amongst our party (we're party animals really), so that should somebody perish we wouldn't lose everything.

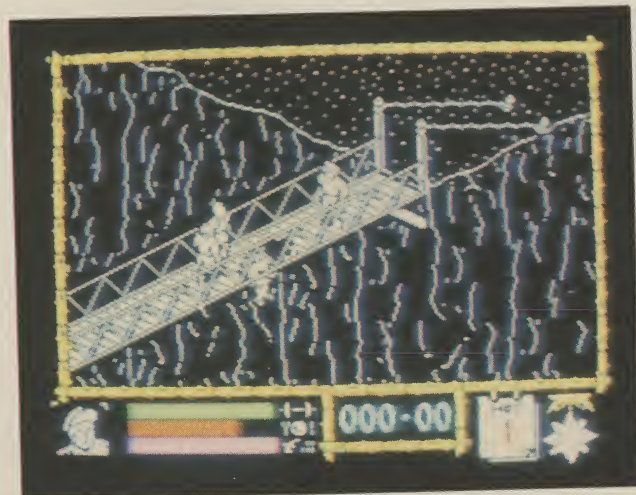
I got to thinking about the computer game. You could just press space to bring down a window containing our portraits, select one with the cursor arrow, then select with space again. That might produce another window, with a portrait of the person in question — in this case, Gloria — and the four pockets. At the bottom would be any objects lying around the vicinity, which could be selected by moving onto their box, pressing fire, which would change the cursor into the object, then dragging it into the top of the window.

We walked left for a further box of supplies, before walking right to pick up a couple more objects, then heading upscreen, towards the mountains.



1 May (later): After following the cliff face along to the left, and dodging the odd falling boulder (which reminded me of Gloria), we came to a low slung bridge (also like Gloria). A thought here on the computer game (maybe they could call it Jarret Of The Jungle) — a sound effects option would be useful, so that you could hear when rocks were about to drop onto you.

But I digress. We were crossing the bridge when suddenly the planks gave way below chubby Clive. Luckily I'd remembered to pick up the rope in the first screen (what — don't say you forgot), and dragged him out. Clive was grateful for the drag and is now poncing around the jungle like Danny La Rue on an off day.



Ocean/£7.95

WHERE'S MY CAR?

Like the YS office at five to five on a Friday. Ocean's latest 128K only, arcade adventure. Rachael J Smith in search of living fossils.

First they gave you *The Great Escape* but now those dinosaur hunters at Denton Designs deliver an even greater escape. It's just like some Saturday afternoon movie where big lizards with stick-on rubber fins stand in for Stegosauri (classically educated reviewer), and muscular hunks spout lines like, "It's as if time stood still (gasp)." Well, you'd be advised to look lively if you don't want to end up a dinosaur's dinner.

The lost plateau is not the ideal place to crash-land your four-seater plane, but it was all Jarret could do to bring his passengers to safety on the edge of a cliff. Now he's

responsible for taking them out of this prehistoric hell-hole and only one thing is certain — it's going to be no picnic (the Thermos got broken in the crash).

And who are they, these four individuals, thrown together by fate? Jarret himself is the he-man all-rounder. Athletic Cambridge scholar Dirk was recently married to Gloria, a tough cookie in a fragile frame. And then there's Clive, an overweight businessman and Gloria's father, who's about to learn that American Express will not do nicely for a crowd of angry natives.

Each of these characters has their own uses, not the least of which is the ability to carry up to



2 May: Night draws on — at least Clive wears his. For the rest of us this is a welcome chance to sleep. Well, for Gloria and her diminutive squirt of a boyfriend, Dirk, it is. Never could a man have been more accurately named — if only his surname was Head. What Gloria needs is a real man — one with a macho name like... well, Jarret's pretty butch, don't you think?

I stay awake though. There are even more important matters in hand — though I've told Dirk it'll make him go blind! We headed to the right after the bridge, following the cliff edge, and watching out for more falling boulders, until we reached a safe place to get some shut-eye, safe in the shadow of this character selection menu. It allows us to turn off the infernal music which is keeping us awake, or to reset the game if we want to live through my finest moments again.



THE TIME STOOD STILL

Friday, time appears to have stopped in adventure. We sent aged... errrm, ageless fossils. (Try Sinclair Abuser and Crush. Ed)



four objects, one of which is a bag which can hold a further four. Not that they're mere beasts of burden. Each one also has their own character, which you'll need to exploit to bring everyone home to safety. For example, Dirk is a great help providing Gloria survives, but if she bites the dust he becomes a hopeless dork!

For such a vast and complex adventure, play is remarkably simple, with just four direction controls, plus fire to make the character run (must be that jungle food) — though this is hardly advisable if you're leading the group as you're likely to leave the rest behind. There are also two menus (Yum, yum. Phil) — one to select characters and

the other to control their inventory.

The graphics are everything you could ask and as imaginative as you'd expect from Denton, and the depth of the game is quite superb. My only grumble is that you can't save a game, which means you'll spend a lot of time repeating the early stages when you make a fatal mistake.

But all in all *Where Time Stood Still* looks destined to go down as a classic Spectrum game — and it's almost certainly the best that's been produced solely for the 128. More of this sort of thing, and the machine will have a whole new lease of life. So get into the realm of the dinosaurs — and find out how time flies when it stands still!

2 May (later): I have been persuaded to make a detour into the mountains on a winding path. It proved fruitful because we found a knife. That can mean only one thing — the Swiss Army were here before us. At least if I need to get a boy scout out of a dinosaur's hoof I'll know what to do.

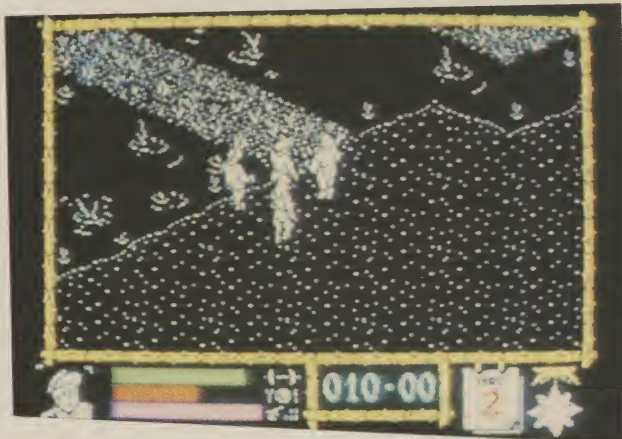
Talking of fruits, we were taking a well-earned rest when Clive started to grumble. If only he'd keep his voice down but speech bubbles that size can be seen half a mile away. A leader has to understand the psychology of his charges though. I listen to their requests for food, water and a tea-break — then look at the bar chart at the bottom to see if they're telling the truth. Trying to keep everybody happy, and stopping to let the slow-coaches catch up in case they wander off on their own, is more like being a teacher with a school party. Next time I crash my plane in the jungle, I travel alone!



2 May (even later): We were heading away from the mountains when we found ourselves in brown sticky stuff. I know that Clive had been grumbling that he wanted to use the bog, but the massive swamp which blocked our path was not what he had in mind. Gloria said that if you walked onto it you'd be sucked under immediately. I began searching for a path.

Eventually I found one, but discovered that if you stop walking for one moment, you begin to sink.

With wellies full of muddy waters (who insists on singing an r'n'b song about how sweaty my feet are!), I returned to land, and found that there are several paths across the swamp — only one of which will get you to the other side. A-maze-ing! I was also able to tell the others that there's a giant octopus lurking by the waters edge, which tries to grasp you with his tentacles. Clive let out a shrill screech and donned his cricketer's box.



Meanwhile, not wanting to appear egotistical, I think Jungle Jarret Saves His Chums (Part 1) sounds good. Just then a flippin' big budgie swooped in. 'A pterodactyl,' shouted Dirk. 'Terror — schmeeror,' I replied, 'I just hope it's not got loose bowels!' I was about to shout 'Shoo!' when... Help. The damned thing's got me in its beak. Doesn't it know that I'm the hero of this escapade... ARRGH!

(From this point the diary continues in another, more feminine hand...)

Following the discovery by our gallant leader that this is one of the areas plagued by predatory pterodactyls, swiftly followed by his sudden demise, I, Gloria, took charge of the remaining trio — immediately ordering Clive to complete this log in his elegant calligraphy.

Now without the need to stop for photographs every five hundred yards, we made good progress. I soon found a path across the swamp, about half way up, which wound round, but eventually delivered us to dry land. That led straight into a native village, but luckily Dirk has a little knack — for translation that is. I always suspected he was bilingual.

Soon Clive was gossiping away with the natives about dress hints, how to sew sequins onto a loincloth, and how dropping the odd bauble may make them more friendly.

Now it's a question of going down to the river, where we can refill the water bottle, then finding a way across. There appears to be a path behind the waterfall, but I'm not sure about a Bridge Under Troubled Waters. After that I've heard tell of a stone circle and another native village, as well as a temple and many other thrills. But the most exciting prospect is... appearing on Wogan when I lead these dead-legs to safety.

What about Jarrett though, you ask. A tear forms in my eye. He shall have his memorial — the computer game. Only it's going to be called *The Heroic Adventures Of The Great And Good Gloria*. So there!

YS CLAPOMETER

A superb arcade adventure for 128K owners only. All the thrills of lost worlds and lands that time forgot in a true computer movie!

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



9

Okay — so for once the YS Seal was so impressed with a game that it let us review a copy which still had a couple of days work to be done. Denton swears that it's working like Rentokil to iron out a couple of minor bugs — and based on past performance, we believe it. But rest assured, we'll be looking at the final release version and any alterations to the clapometer won't just mean a marking down in the mag, but the programmers will be up to their lower lips in dinosaur doodies!



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BASEMENT ARGUMENT

ROCKFALL

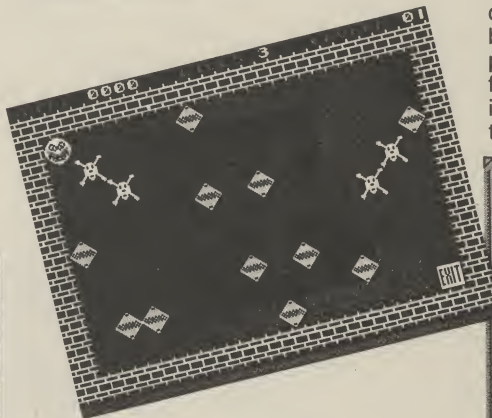
Top Ten Software/£1.99

Yawn... not another *Rock*-thingy game. We've had *Rockman*, *Rockford*, *Rock 'n' Roll* (a YS listing), and now here's *Rockfall*. Incredibly, all these games have you burrowing about in dirt dodging falling rocks. Quelle coincidence!

Rockfall mayn't be the most original idea since sliced bread, but its pretty nifty nonetheless. You play a subterranean Pacman who eats mud (!) and travels through caves of rocks, earth and boulders in search of diamonds in the best *Boulderdash* tradition. Clear the screen of sparklers and dash to the exit, to proceed to the next cave with a juicy big bonus, (slurp). Of course, the ice ain't too easy to get yer mits on — it's surrounded by devious puzzles and it's all too easy to get squashed into Pac ketchup just as you clear the screen. (You bite the dust, you could say!).

A good mix of quick arcade reflexes and mind mangling puzzle solving is required —

not one for *SU* readers I'm afraid — but most game players will find it an enjoyable, if not totally riveting two quids worth. And you get a free screen designer too; now that's what I call value for money, er, well a screen designer anyway...



SPACE JACK

Power House/£1.99

You are the Federation's greatest pilot, and must face the toughest missions going in order to get your next pay rise. Hmmm... Why is it that the Power House has all the corniest plots and, now I think of it, all the naftest games? *Space Jack* must be one of the very worst games I have ever played, and I've played some terrible games I can tell you!

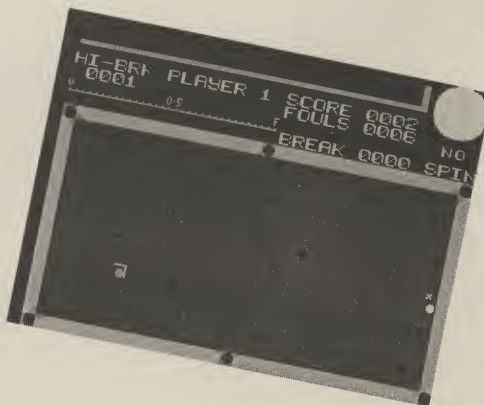
It is split into three parts, all of which have terrible graphics, are totally unplayable and are completely devoid of any addictive qualities. Even at £1.99 this is a complete rip off. Leave it well alone.

ON CUE

Mastertronic Added Dimension/£2.99

Snooker games have been around on the Speccy ever since the first rubber keyed door stop stepped off the ark, and none of 'em have been anything to write home about, almost as bad as watching the stuff on TV in fact. *On Cue* is no better than any other snooker game, though in this package you get both pool and snooker games on one cassette.

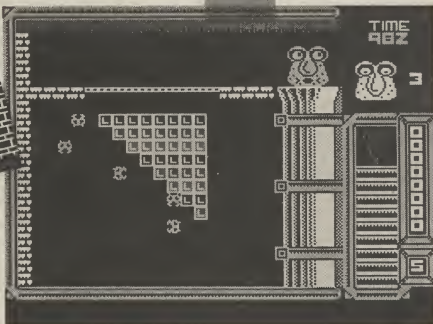
It suffers from all the worst problems possible in this kind of game. Attribute problems change the colours of the balls, the controls are fiddly, inaccurate and sometimes over-responsive, and the balls slow down drastically when many are moving. *On Cue* is fun for a while, but the appeal soon wears off and it becomes terribly boring. Only buy this if you know you like this kind of thing.



NORMAN

Power House/£1.99

Norman (as this game is called on the inlay), or *Cubitoid* (as it's called during the game), is claimed to be a "new concept" in computer games. (Where have I heard that before?) Power House has called it a plummet game, 'cos that's what you do — fall down several screens, trying to bump into and destroy energy cubes and avoid the guardians who sap your life force. It



doesn't sound like much of a new concept, does it? I must have typed in dozens of games like this from Sinclair programs when I first got my Spectrum.

As these games go, *Norman/Cubitoid* isn't that bad — it has some nice graphics and silly effects and noises, and is generally well presented and playable — it's just so un-addictive. Don't be fooled by all the "new concept" rubbish and the attractive screen shots. *Norman* is boring with a capital SH.

RALLY DRIVER

Alternative Software/£1.99

Back in the old days a software house called Five Ways released this program called *Rally Driver*. Lots of people thought it was pretty good. Now Alternative has re-released it at budget price, and I must admit that it doesn't look too good next to more recent road games.

I must stress that it isn't an arcade game, but a serious simulation. It really needs two players — one to drive the car and the other to navigate using the map on the inlay — quite an original idea, really. It's a pity that the game itself isn't that hot. The graphics are sparse and tiny, and the animation of



the road is jerky.

Arcade fanatics will not like it, but simulation buffs might find it good value at this new, lower price. Play it first before you buy it.

POWERAMA

Power House/£1.99

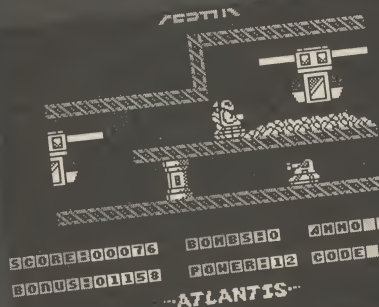
A fleet of huge alien spaceships is heading towards earth and only you, a humble scout ship, can stop them in time. Isn't it fortunate how routine patrols are always around when megalomaniac aliens go on the

CERIUS

Atlantis Software/£1.99

I'll bet you're expecting me to fill this review with *Cerius*/serious jokes, but I won't. Seriously (whoops!). Instead I'll tell you about the plot (rustle of cassette inlay)... oh, there isn't one. That puts a stop to any witty first paragraph, I suppose. (Get on with it. Ed)

It seems that you must drive your Avenger V4 tank through loads of screens of *Exolonesque* landscape, blowing things up, shooting things down and generally revelling in all out wanton destruction. Most of the familiar features from *Exolon* are here — teleporters, flying aliens, missile launchers and add-on armour. There are a few new bits — you must collect codes to complete each level and solve four-letter anagrams, (brain blending, I'm sure!). And you can go back to screens you've already completed, something you do quite a lot, as useful items can only be reached by quite tortuous routes.



The main downer in *Cerius* is the size of the playing area. Someone got into the record books by writing the Lord's prayer three hundred times on a postage stamp or something, and it looks like *Cerius* has got a good chance of beating that record. I'm sure that there's some good technical reason for programming it this way but it does detract from the playability a little.

Apart from the size of the screen, the graphics are neat and the sprites move smoothly with only the lightest attribute clash. The keys are responsive and all the sound and other effects are first class. What's really lacking is any long term addictiveness. You see, *Cerius* suffers from the same problems as its big brother *Exolon*; sure, the game is hard to beat, but the action soon becomes repetitive and boring — the screens all require similar strategies to complete and the alien attack styles never change.

At a penny under two quid, *Cerius* is worth considering, but only if you like, or haven't already got, *Exolon*.



METROPOLIS

Power House/£1.99

Moonboots, the lunar explorer is stranded in Metropolis, having carelessly mislaid his spaceship, (what a ludicrous plot, eh?). Now he's got to find it and refuel it before he



can travel back home, but there are lots of problems to overcome before he can return to the moon. *Metropolis* bears an uncanny resemblance to *Pyjamarama*, so much so that several screens in *Metropolis* look very similar to ones in the big P.

All the usual puzzles are around — which door does the round key open? What does the test tube do? But there is an added twist to the plot — Moonboots can turn into a different character at the press of a button. Zoid The Droid is short enough to go under some obstacles, while the Mad Monk and Super Spy can reach the parts of town other beers cannot refresh, or something along those lines.

Metropolis is actually all right if you're into arcade adventures, but otherwise you'll find it extremely boring.

rampage?

Fortunately, (or unfortunately, depending on how good a pilot you are), you decide to do what any empty headed space hero would do, blow them aliens to smithereens! So you zoom along each alien dreadnought and suddenly... you're in a vertically scrolling monochrome shoot 'em up! As with all blasters these days, there are some bolt on goodies to stick on your ship and great lumpy mother ships to blow away at the end of each level. The scrolling is smooth and the graphics are neat, if not incredibly imaginative, but unfortunately the game itself is incredibly run-of-the-mill. I'm not saying that it's bad, mind, but just that there are better games, in a similar vein, in this price range.

KUNG FU KNIGHTS

Top Ten Software/£1.99

I wasn't given any instructions with this game, so I won't be able to waffle on about the plot and saving the world single handedly, as I am wont to do. But I'll tell you what you must do in the game instead. You play a knight in a suit of armour who runs rightwards along a castle, shooting animals and dodging arrows. Where the Kung Fu bit comes in is beyond me!

It looks quite good in the screenshot, doesn't it? Well, in practice it doesn't quite come off. I think that's because it is a little too difficult; the arrows are hard to dodge and hardly anything happens when you lose a life, so you don't notice until the game ends.

I cannot recommend this. It is unplayable and unaddictive.

STARWARS DROIDS

Mastertronic Added Dimension/£2.99

This game is licensed from that naff *Droids* cartoon that they show on children's BBC at four o'clock or whenever. The programmers, Binary Design, could have written a brilliant game based on the cartoon — it is action packed with terrible animation and awful plots, just like most budget games really. As usual though a good license has been ruined.

Droids is a dull arcade adventure of the walk-left-and-right-killing-things-and-opening-doors type. There is no scenery to speak of, boring simple-simon door-opening sub-games, and the most fiddly icon control system imaginable. I couldn't muster any amount of interest in *Droids*



whatsoever and I expect it will be even less absorbing to the 'younger audience' at whom it is aimed.

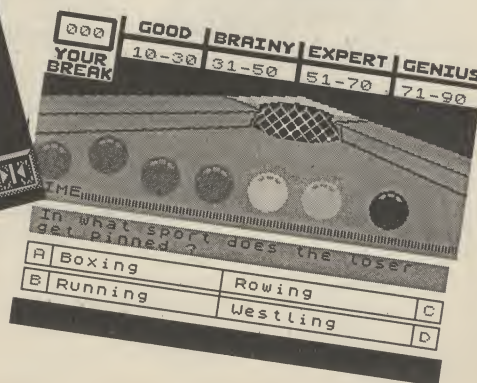
SNOOKERED

Top Ten Software/£1.99

If anyone listens to the *DLT* show on Radio One (I don't I hasten to add), they will probably know the snooker quiz thingy. Well, *Snookered* is based on this quiz, only it's a much simpler version — there are four red balls and three coloureds, so not much scope for tactics.

You are asked a question and given four answers. You must choose the right answer within a time limit and gain the points value of the question and ball colour: one for a red, two for a yellow, five for a blue and seven for a black. Some of the questions are simple, some difficult and some downright confusing — "Who's life is based around the musical Evita?" Weird, huh?

I've never been able to see the fun of computer quiz games, especially when only one person can play. *Trivial Pursuit* is fun, 'cos you always have a great argument over each answer, but you can't argue with a computer, it just sits there and flickers.



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Yes, now's your chance to join the Wide Awake Club and open your eyes to Frank Bough, 'cos US Gold is offering a rootin' tootin' technicolour TV that gives you a boot in the morning to celebrate its new release, *Dream Warrior*.

Set in a bizarre universe where the only wars are those of dreams, or nightmares, the FOCUS Fellowship has focused demons into the dreams of three Astral scientists and imprisoned their psychic images. You, the fourth scientist, are the Dream Warrior and must tear around the buildings of Megabuck battling it out against the two-headed monster, Demi-Demons and finally the Dream Demon himself. It sounds like a real nightmare to us. So, now you know all about the game what about the dream prize we're giving away?

TV WINNERS

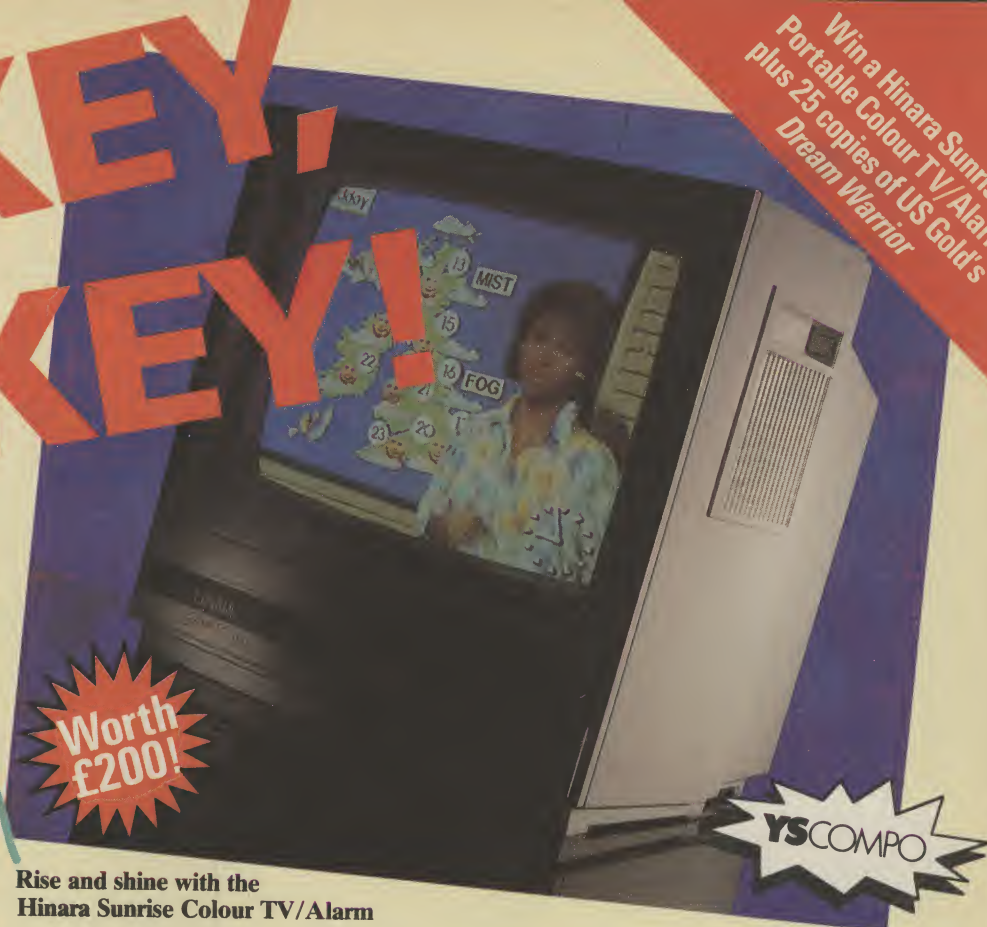
What better way to wake up than with Anne Diamond (gwar fwar)? And now's your chance 'cos we're giving away a truly scrumdiddios portable colour TV that switches itself on in the morning to give you an alarm call. A far cry from the battered old Big Ben that you throw at the wall every morning. The Hinara Sunrise is a 14" portable TV/Alarm that comes in a sleek white cabinet with all sorts of dapper features. There's an infra-red remote control, digital alarm clock and timer, 30 channels and on-screen channel display. Blimey! Plus if you're not lucky enough to win top prize there are 25 copies of *Dream Warrior* for the runners-up.

HOW TO WIN!

And it's so simple to enter you could do it with your eyes closed. All you've got to do is study the two pictures shown elsewhere on this page showing a load of old buffers taking a crafty cat nap in the House Of Commons. You should find ten subtle differences between them, ring them with a blue/black biro and fill in the coupon with your name and address. Send the whole lot, or a photocopy, to I Used To Have A Waterbed But It Gave Me Wet Dreams Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

RULES OF THE BEDROOM

- Sleeping dogs lying in the Dennis Publishing and US Gold manger would have to be barking mad to enter this compo.
- Dozy idiots who cross the Ed will end up feeling a big prick — and sleep for 100 years!
- Tortoises who miss the August 31st deadline may as well go into hibernation 'cos they've got no chance of winning the race.



Rise and shine with the
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If you were thrilled with Incentive's first 3D Freespace™ game *Driller*, you'll go potty over the new release, *The Dark Side*. Phil South dons his space suit and jet pack and checks out its added dimensions.

Dark

Many hundreds of years after Evath was saved from destruction by the imminent explosion of its nearby moon, Mitral, a new threat emerges from its leaden skies. Evath's other moon, Tricuspid, has been hijacked by the Ketars (Oo, painful. Ed) and equipped with a mega destructive laser device, called Zephyr One. With this fearsome weapon, the Ketars intend to destroy Evath, but the device must first be energised with enough power to destroy the planet. To collect the power necessary to destroy an entire planet, ECD towers (Energy Collection Device), have been built around the light side of the moon, with cables leading to the Zephyr One device on the dark side. The ECDs will take a certain amount of time to accumulate the energy, and so you have been sent by Evathkind to destroy the device before it turns Evath into a cloud of expanding gas.

You are a clandestine operative, trained to sneak and destroy. You have been dropped inconspicuously onto Tricuspid, and as is to be expected, you're armed with an Evath combat suit complete with jet pack and shoulder mounted quad laser weapon, which you can aim using the

crosshair in heads-up display in your helmet. To prevent the destruction of your world, you must halt the collection of power to the Zephyr One by taking out all the ECDs on the surface of Tricuspid. And how do you take out an ECD tower? You have to find one in the network that's only connected by one cable and shoot the crystal on the top. If the ECD is connected by two cables, you see, then the crystal will have enough power to regenerate almost immediately, thus defeating the object of wasting your own energy shooting it in the first place. It's essential then, that you take out as many towers as you can quite early on in the game, as the speed with which the ECDs collect, depends on how many are still in operation. In this way the element of strategy and puzzles creeps into the game, as you search for the right ECDs to clobber, but in the right sequence and with a time limit. Phew! Enough for you to cope with? Good.

The Dark Side is very definitely a Freespace™ (and it really is trademarked, by the way), game, using the same brand of fast 3D graphics that brought gasps of surprise from everyone who played *Driller* last year. Although the views

look similar to *Driller*, you view them through the Evath agent's helmet with all its displays, and this time the puzzles are even more fiendish, and the landscapes conceal even more secrets! It really is a game of many dimensions, and not just the three you get looking through your Evath agent's visor, either!

The gameplay is just as hard (if not a bit harder), as its forerunner. The first stage is mapping, getting to know the different planes of the moon's surface and filling in the squares in the plan view supplied with the package. Then, only once you have a decent map up and running, do you have the tools you need to plan an assault where you don't get killed. From then on it's up to you to look under and over objects, and shoot at everything to discover the right way to beat the Ketars. If you like your games hard, then *The Dark Side* is the only choice for you, bucko.

Graphics
Playability
Value for Money
Addictiveness



FAX BOX

Game *The Dark Side*
Publisher Incentive
Price £9.95

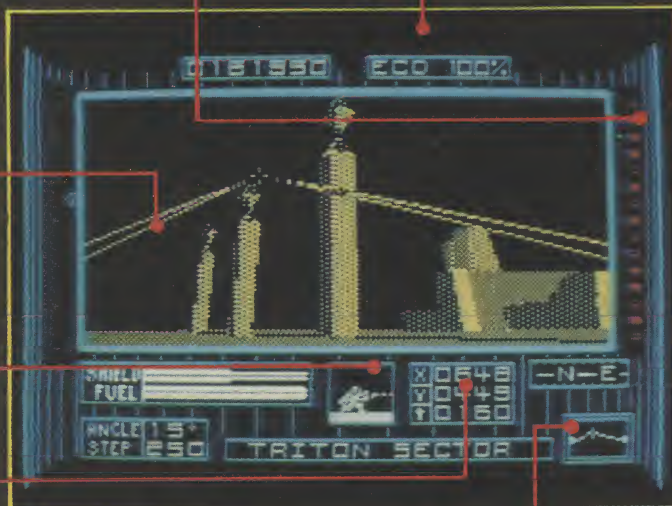
Try ECD tower down the side of your helmet display counts up in binary, stops till the laser blows your helmet to bits. There's only one way to stop the timer: The most ECDs you know the layout. This timer runs and the more time you have to complete your task.

This crosshair on your visor has a dual purpose: in walk mode it's used for lining up on doorways or other objects you might need to drive into (hint). In fire mode, after slapping the appropriate key at the focus of your four laser beams, so you can take them with precision.

This icon here indicates whether you're standing on the ground, shooting or firing on the jet pack. Knowing which position you are in could be crucial, especially when you're going to step off the side of a building. There's another icon, a tiny down one, for when you get killed.

The co-ordinates on your helmet display will be familiar to ex-*Driller* veterans. As in *Driller*, these figures can guide you to any point on or above the surface of the moon. Some of the more complex puzzles are made easier by concentrating for your exact position.

If the border flashes, you are being shot at. If you can't see anyone around, like a Plexor, then you must be in the sights of one of the orbiting scanner satellites. Thankfully, unlike the ones in *Driller*, these can easily be shot down, but you'll have to hurry, as they move on quite quickly.



This indicator shows whether you're in a move or shoot mode. If you're in a situation where every second counts, being able to tell at a glance which mode you're in could save your life.

Side



ECD

If the ECD crystal is shot, it will vanish, rendering the tower 'disabled'. If the ECD tower is connected by cables to two other active ECDs, the crystal will regenerate immediately.



PLEXOR

These are tank like defence machines which are sprinkled around Tricuspid, and will attack you when you're in range. You can shoot them when out of their range, but they return shortly afterwards.



POWERPORTER

These slabs can be found hovering all over the place, notably in the big hollow cube frame. Shooting them teleports you instantly to fixed points around the moon.



TELEPOD

The likeness to Dr Who's Tardis is not accidental. It's bigger inside than outside, and if you've got all the Telepod crystals you can teleport anywhere on Tricuspid.



TELEPOD CRYSTALS

The Ketars used the Telepod to travel to restricted areas on the moon. Before they left they disabled the Telepod by spreading its crystals all over the surface.



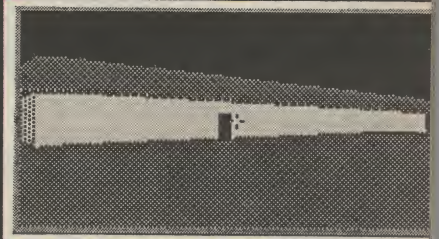
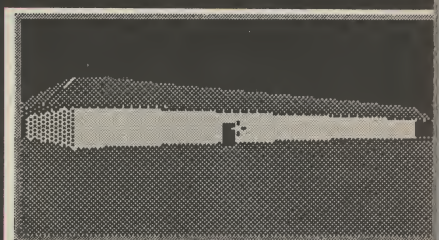
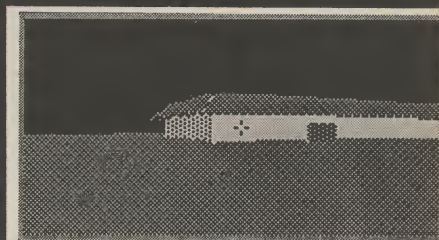
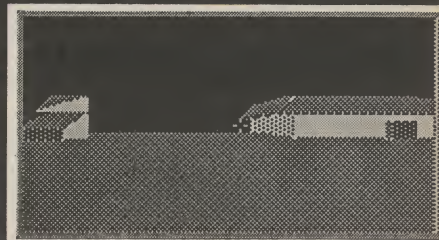
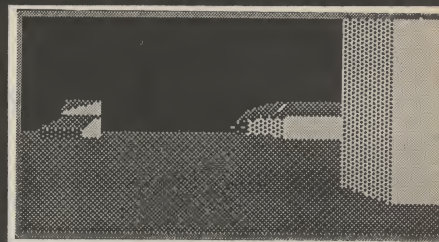
ZEPHYR ONE

This is your objective, to cut off its power supply to the giant laser device, located on the dark side of the moon, before it destroys your home world of Evath.



DARK TIPS

- When you begin a game of *Dark Side*, finding fuel and shield boosters should be high on your list of priorities, as you've only got a little bit of both. It's essential that you find the nearby store of fuel rods and shield plates before embarking on any mission.
- In the concealed chamber in the shed, shoot the rug and it'll disappear revealing a hatchway in the floor. This allows you to get into an underground system of tunnels, but watch out 'cos the rug comes back after a random amount of time, cutting off your route.
- Scoot south then dive west to get to the area containing the Sphinx. The ECDs here are easy meat, on account of being right on the end of a cable. This should give you more time to search for the other ends.
- You get much more fuel and shields if you're as close as possible to 90° (face on), to the pillar or pentagon. Only people who've tried this will know what we mean here.

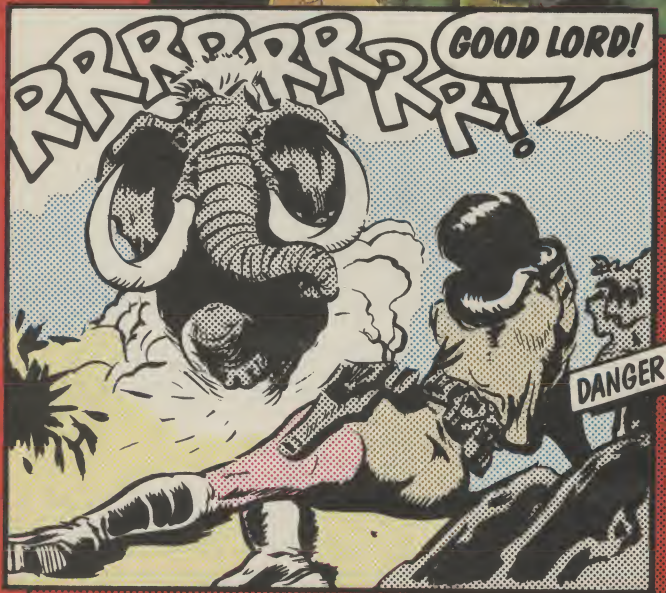
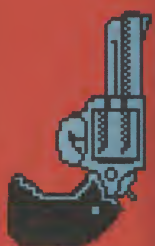




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Hey Dude! Take a walk on the



DARK SIDE

Win! Win! Win!

A *Star Trek* Video Collection plus 25 copies of Incentive's *The Dark Side*



The night twinkles on your visor, a black velvet curtain beyond the white tower of the ECD, the red crystal peak throbbing softly. The tick tick of the timer as your remaining minutes rush by, and your heart beating loudly in your ears... but you've got to stay cool. Evath depends on it. You have to destroy the ECDs before the massive laser at their centre, Zephyr One, fires its white hot death at your home planet...

This is pretty exciting and epic stuff, eh? But this sort of thing is pretty routine if you're a *Dark Side* player. What? You don't know about *Dark Side*? It's the fabby new Freescape™ game from Incentive. Hot on the 3D heels of *Driller* (What kind of weirdo has hot 3D heels? Ed), the *Dark Side* is a brilliant graphic adventure game with all the pace of an arcade thriller, but with extra tough puzzles to get your teeth into like in the best adventure games.

To mark the launch of this brilliant game, here's a megamassive YS compo where you can win your own *Star Trek* Video Collection! Yes, CIC's current crop of 14 episodes of the first series of *Star Trek*, that's seven video tapes with two episodes on each, absolutely FUH-REE! Yes, that's for nothing, and not only that, but there're 25 copies of *The Dark Side* game for the runners-up, up for grabs too! (And that's a lot of ups!) WOW!

Rules

- Starfleet officers and members of the Dennis Publishing Federation and Incentive Software Alliance may not enter this compo.
- Captain Teresa's decision is final, and no backtalk or it's to the brig with you, mister.
- All entries to be beamed up before stardate 31st August 1988.

Okay, Match The Shows...



a) *Dr Who*



b) *Star Trek*



c) *Lost In Space*



d) *Hitch-Hikers Guide To The Galaxy*



e) *Outer Limits*

... To The Quotes

- 1) Ford, you're turning into a penguin. Stoppit.
- 2) We will control the horizontal, we will control the vertical.
- 3) Never fear — Smith is here!
- 4) Would you like a jelly baby?
- 5) He's dead, Jim.

How to Win

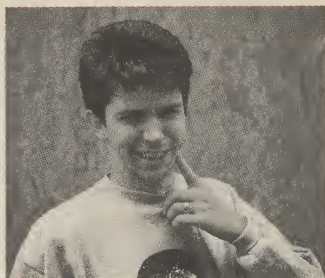
This is a compo that literally *anyone* can win. If you know anything about sci-fi television it'll be a breeze. All you've got to do is match the catch phrases with the shows they come from, and whammo! You've done it. For example if you think that the phrase "Never fear — Smith is here" comes from *Dr Who*, then put a number 3 in the 'a' box. Easy peasy, eh? We thought so. So just dash the right answers down on the coupon, and send it to I'd Say Beam Me Up Scotty, But They Never Ever Said That In The Series Compo, Your Sinclair, 14 Rathbone Place, London, W1P 1DE. Okay, Mr Kyle. Energise.

a..... b..... c..... d..... e.....

Name.....

Address.....

Postcode.....



PETE'S PUZZLER

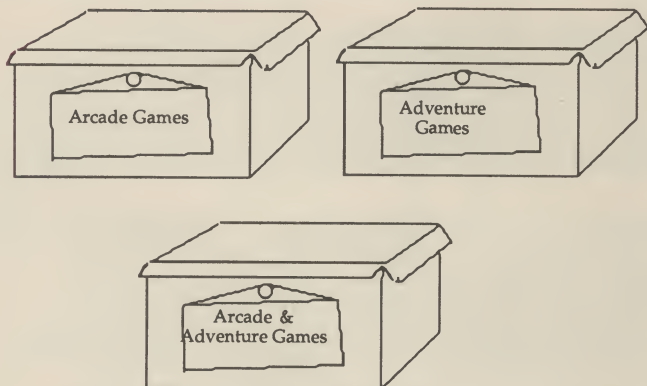
SPECIAL
BEACH VERSION!
(sand & sun resistant)

Taking a break from dipping his toes at the lido, **Pete Shaw's** here again to set a few mindbenders to idle the day away . . .

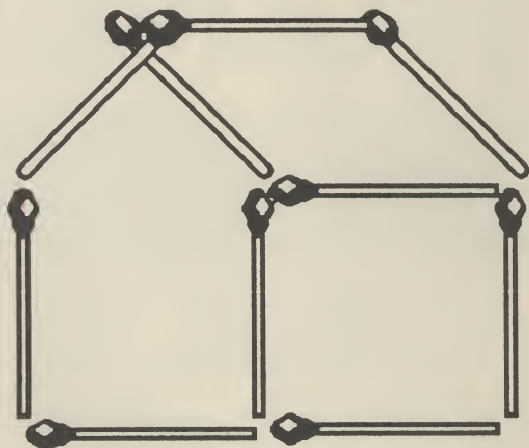
LUCKY DIP

Thanks to **Peter Young** of Delph, for this great trickster . . . Three boxes are labelled 'Arcade Games', 'Adventure Games' and 'Arcade & Adventure Games'. Each box has been labelled incorrectly. You may stick your hand in one (and only one), box and pull out one (and only one) game, no peeking permitted!

How do you then go about re-labelling each box correctly?



HOUSIE HOUSIE



Don't hold your breath, **Peter Young** has more than one brain strainer up his sleeve . . . Ten matches are arranged to show a charming bungalow. You're looking at it from the northwest. Moving only two matches, can you turn the bungalow 90 degrees to show what the bungalow looks like from the northeast?

CHIP OFF THE BLOCK

A boy walked into a cafe and ordered his breakfast; one egg, a slice of toast, two rashers of bacon and a cup of tea. The waitress wrote down the order in this format;

1E 1T 2B 1T

Then she said to the boy, "You're a Scout, aren't you?"
How did she know?

GIANT HAYSTACKS

Thanks to **Kevin Clarkson** for this harvesty little brain blender. . . Farmer Phil (yes, him again!), has a field. It has eight piles of hay in it. With his pitch fork he lifts the first pile and puts it in the centre, then the second, the third and so on. When he's finished, how many piles will there be?

NAMING OF THE FEW

A great little teaser from **Alan Simpson** of Belfast. Cheers Alan . . . If the man who always transgressed against divine or moral law was named Dennis, the girl who always felt unwell was named Delia and the lady who had a thing of value (fnar), was named Tessa, what was the name of the man who carried a bag of letters?

THREE DAYS A WEEK

Loadsathanks to **S Warren** from Atherton for this clever little puzzler. If a man rides into town on Friday and then stays for only three days, how can he ride out on Friday?

PRIZE ARROWWORD

Solve the clues and put the answers in the directions the arrows point. Simple, eh? The first correct answer out of the hat wins ten free pieces of new software, Okay? So get your coupons in, now!

Clues and arrows in the grid:

- Sweetie, (see photo) - points to a cell in the top row.
- Sleeping Place - points to a cell in the top row.
- Overdue - points to a cell in the second row.
- GO Short Cheers - points to a cell in the second row.
- Short Business - points to a cell in the third row.
- Logo - points to a cell in the third row.
- On one occasion - points to a cell in the fourth row.
- Several - points to a cell in the fourth row.
- Rival Mag - points to a cell in the fifth row.
- Seated - points to a cell in the fifth row.
- The, German - points to a cell in the fifth row.
- In debt - points to a cell in the sixth row.
- Singer - points to a cell in the sixth row.
- "All American Software" - points to a cell in the sixth row.
- More than one great computer - points to a cell in the seventh row.
- Car Care Organisation - points to a cell in the seventh row.
- Initially, European Airlines - points to a cell in the seventh row.

PRIZE PUZZLE No. 4

Send your entries to Phew, Ain't The Weather Hot — Oh, And By The Way, Here Are My Answers Compo, 14 Rathbone Place, London W1P 1DE, to arrive on my desk no later than 31st of August, or your entry will be used as parasol.

Name.....

Address

Postcode.....

PIECE OF CAKE?

Can't bend your brain round these little teasers, eh? Well turn to page 86 and take a gander at the answers. Right, now put your brain in gear, stop lazing in the sunshine and send me some puzzles of your own. For every one I print, I'll generously lay out five, yep five pieces of new software. So get scribbling and send all those brain teasers to Pete's Puzzle Page, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

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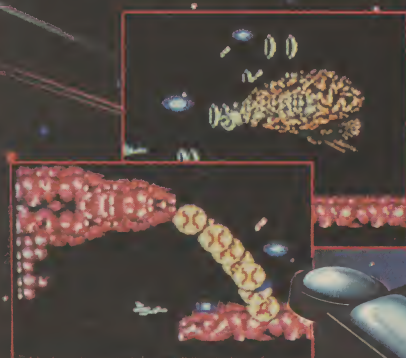
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Screen shot taken from Commodore version re

© Konami

BRUTALS

OF THE DAMNED!

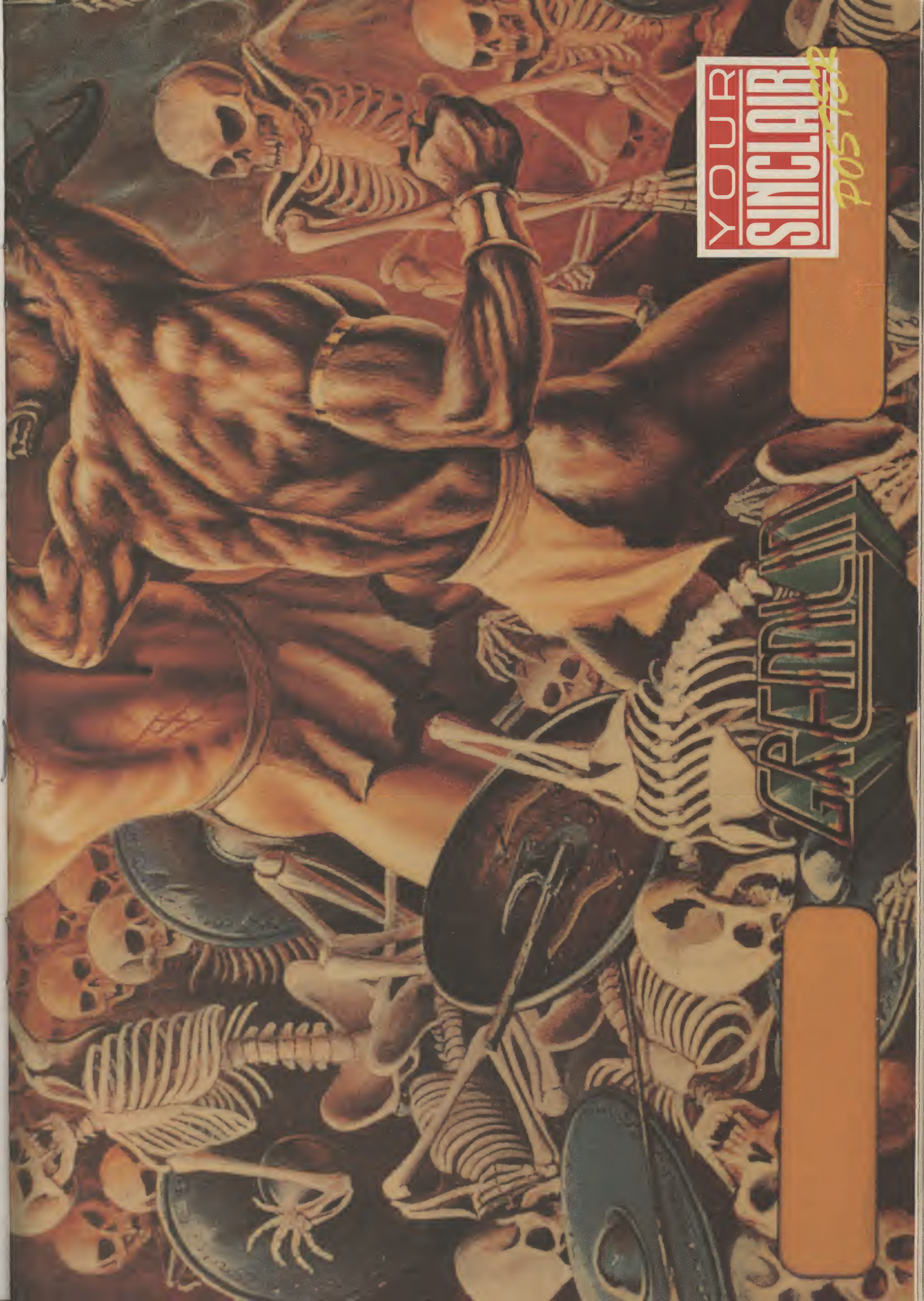
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Screen shots from Amiga version.

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HINTS 'N' TIPS

YS

TIPSHOP



Here we go, here we go, here we goooooo! And Tipshop passes the ball to Phil South, who dribbles it past your hints and tips... but now over to Brian in the studio...

Hello England, are we going to have a good time? Ah can't hear ya! (Yay!) Awight! Let's get ready to rawk and rowl... kerranggg! Yes indeed, ladies and gentlemen, when I think of all your hints 'n' tips rolling in to little old me I just can't help feeling like a stuffed moose. But nobody will ever give me one. Still, enough of my yakkin', let's gerron wiv the tips. (And the hints just keep on coming!)

Cybernoid

• You guys are really on the ball this month, with a wedge of tips that would choke a bison. And such good quality too... take *Cybernoid* fer instance. Roy The

Mechanic, Scott Turnbull, Andrew Halliwell, Richard Snazell, Denis Dehon and Nick Ely all had their own ideas about what you should do in this fab and trendy shoot 'em up. The tip they all got was the infinite lives cheat. All you do is type YXES into the define keys screen. Tsk! And poor old *Dave McCandless* spent all that time hacking it to bits. I dunno. Okay, what about some tips?

"Here are twenty steps for those of you having trouble with level one of *Cybernoid*.

1. Switch weapons, to mines (no. 2) and exit screen.
2. Place 10 mines across the top of the screen.
3. The pirate ships will explode on contact with a mine dropping their stolen cargo.
4. Pick up cargo and switch to heat-seeking missiles (no. 5).
5. Exit screen, and fire 1 missile at the yellow cannon.
6. Switch to immortality shield

(no. 3) and exit screen.

7. Use the shield to pass red balls. Switch to bombs (no. 1).

8. Bomb the two enemy missiles and exit the screen.

9. Get through the passage and switch to bouncing balls. Exit screen.

10. Use two sets of bouncing balls and switch to shield (no. 3) collecting cargo. Exit screen.

11. Use immortality shield to go through passage.

12. Pick up the yellow cannister before switching to heat seeking missiles (no. 5). Exit screen.

13. Fire two heat-seeking missiles and switch to bouncing balls (no. 4) before exiting screen.

14. Using all three sets to destroy pirates. Collect stolen cargo and exit screen.

15. Switch to immortality shield (no. 3) and wait until caterpillar is out of the way before using the shield to clear the passage. Exit screen and switch to bombs (no. 1).

16. Blow up two obstacles at the top of the screen and switch to immortality shield (no. 3) before picking up the yellow cannister.

17. Switch back to bombs (no. 1) and shoot your way through the green blocks. Fire bombs to destroy green blocks stuck in exit.

18. Switch to heat seeking missiles (no. 5) and exit screen. Fire a missile at the yellow cannon and switch back to bombs (no. 1).

19. Shoot pirate ships and collect cargo until you have at least 1,500 cargo points. Exit screen. Fire bombs to destroy the two missiles and the green boulder.

20. Shoot your way through to the exit. Exit screen. Bomb the five enemy missiles and exit screen. Switch to heat-seeking missiles and shoot the yellow cannon. Lastly, sit on the platform between the green columns." And there you have it. Pretty cosmic, eh? Thanx, all you boys, and don't let them naughty *Cybernoids* nibble yer ankles.

Driller

• In honour of the next *Freescape*™ game, *The Dark Side*, being reviewed this month, here's a bijou tippette from *Steve Frew*. ... Hmm, after that crack about Dunc's April Fool joke, I'm not sure we should believe him. Still, here we go.

"Here is a little *Driller* — Where To Drill Tip Guide:

Amethyst	On the cross.
Topaz	Between the laser and the wall.
Obsidian	Near the bridge.
Diamond	Shoot kite thing in tunnel about 15-16 times then run into it. Drill under floating object.
Graphite	Land jet on floating block then drill where it was.
Emerald	Walk onto square in the middle, drill where it was.
Ochre	Drill on the cross.
Alabaster	Shoot water five times, go down steps. Drill in centre of pit.
Opal	Co-ords 7144, 7144.
Basalt	Drill next to block.
Quartz	On the cross.
Beryl	Next to pylon.
Aquamarine	Drill at tip of west arrow (patience).
Ruby	Centre of west girder.
Malachite	Drill in the vicinity of the shootable blocks.
Lapis Lazuli	Drill roughly in the centre of the sector.
Trachyte	Where is this place?"

Well, thanks there, Steve. Maybe we'll forgive you for the Gardensoft joke. But only if you write 'I shall not make stupid jokes' four thousand times on the back of a packet of Hob-Nobs and send it to me. Haw haw.

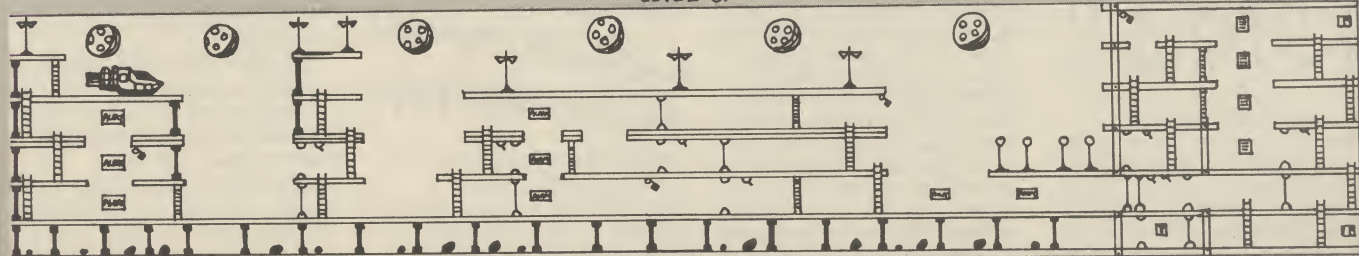


Blind Panic

• I thought you might be interested to see this map of the third level of *Blind Panic*, including the fabled pic of the

spaceship. Thanx to *MJ Boyle* for this, although you didn't win the compo, you do get a 'Big Tips' badge.

LEVEL 3.



START

Arrrrrgghhh! Help! I'm being swallowed alive by a pile of *Target Renegade* tips. It seems the **Macc**

Mapper isn't the only chappy to have played *Target Renegade*. Here's a roll call of some of the tipsters who contributed to this mega run down of this megagame: **David Griffiths**, **Adrian Rowe**, **Steve Frew** (oh boy, not him again...), **Mark Gilligan**, **Griff Thomas**, **Johnathan Nurse**, **Stuart McGeoghegan**, **Thomas Amos**, **Alex Kerridge**, **Nathan Reynolds**, **Martin Burrell**, **Nick Hanning**, **Snooze**, **Waylon 'Waggs' Davies**, **Brian Kemp**, **Scott Warner**, **Jamie Williams**, **Russell Dyson**, **David Higgins**, **Matthew Boxell**, **Rafe Clifford-Jones**, **J Whelan**, **Chris Marlow**, **PJ Bristow**, **Wayne Mills**, **Chris Delahunty**, **Justin Tinncknell**, **The Kool Kidz Of Kenilworth**, **Chris Howard**, and **David Ramsbottom**. Okay, that's the name checks, now on to the actual tips, after all that's what we're here for. Let's hear it boys!

First a tip for infinite lives, which everybody seems to have got. Apparently you have to get onto the hi-score screen and overwrite your name and your score, and overflow onto the next line. Then the game will appear to crash, but after a couple of seconds the game will return and you'll have infinite lives!!! Yaiy.

Okay, you don't like that? How about some tips to play the game for real? Okay, cop this:

Level One: In the Car Park, kick the bikers off using a flying kick. Keep kicking them down until they vanish. Move to screen two and wait in the middle until the biker with the mallet comes onto the screen. Kick him over and grab the mallet. Then swing the mallet at all the enemies until you get to the next level.

Level Two: In the Seedy Street At Night, keep on the move but stay towards the right hand side of the screen because the boss appears and shoots at you. When he runs out of bullets, go and kill him. Kick the woman with the weapon. Grab it and kill them all. BEWARE! If you let the Boss go, he will come back with more bullets.

TIP O' THE MONTH

Target Renegade

Level Three: In The Park use the flying kick, 'cos they'll head butt you if you punch. Otherwise use the same tactics as level 1.

Level Four: At the Shopping Mall, just high kick the mad dogs and the guys with bandages on their heads. BEWARE! The guys with the saucepans on their heads duck away from flying kicks. Jump past them and back kick them. There's no weapon on this level.

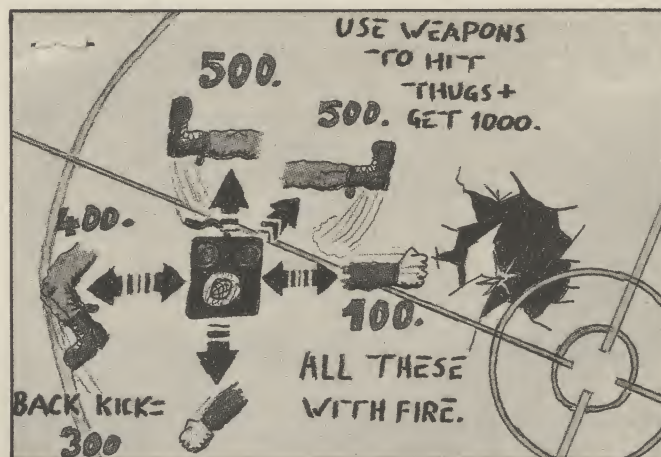
Level Five: At last, The Pub. This is the very hardest level. You can beat the baddies using back kicks/punch/knee/weapon combinations. When you reach the guy with the snooker cue, get it but beware, if you get grabbed he will head butt you. You will lose about three points of strength, so be careful. (You need the snooker cue for the games room!) When you get to the games room, you should be able to whip Mr Big with the snooker cue till he dies. If he knocks it on the floor, go to the bottom of the screen, wait until he follows you, then run to the top and grab it. BEWARE! Stay away from him because he will

grab hold of you and shake you to death. And watch out, 'cos if you beat Mr Big, ALL the villains will avoid your flying kicks in level two.

Cor! Thanx chaps, but don't hold your breath 'cos here come some more extra added value aardvarks from Steve 'I hate Tippex' Frew. "When you see a woman coming towards you, try and stand to her right. Walk left and right, making sure the woman stays in front of you. Every ten seconds or so the guy with the gun walks in. He'll aim at you but hit the woman, like this:



Thanx a lot, Steve! Okay, David Ramsbottom has drawn his own conclusions about *Target Renegade*... well, he really has drawn them, so here's his picture of what you can expect in the way of points for various hits:



And lastly, but by nooooo means leastly, comes **Martin Burrell's** excellent Thug Spotters Guide for *Target Renegades* of all ages:



PUNKS LEVEL 3

SAME AS SKIN-HEADS, BUT PUNCH.



SKINHEADS LEVEL 3

WATCH OUT FOR HEADBUTTS!



LONGHAIRD THUGS

LEVEL 1.
THESE DO FLYING KICKS WHEN YOU LET THEM, DON'T!



BEASTIE BOY

LEVEL 4
BEWARE, THESE BOYS DUCK! FLYING KICK THEM BETWEEN THE LEGS.



HOOKERS

LEVEL 2
SHE PUNCHES STRAIGHT SO DO A FLYING KICK.



DOGS

LEVEL 4
ONE FLYING KICK FOR THESE, WELL THAT'S HOW I GOT 'EM.



BIKERS

LEVEL 1
URR WHACK OUCH-DOWN THEY GO.



BEASTIE BOY 2

LEVEL 3
JUMP KICK FOR THESE GUYS.



MAN WITH A GUN.

LEVEL 2
DODGE THE GIRLS AND LET THEM CATCH THE BULLETS, THEN WHEN HE COMES ON - TAKE HIM!



BOSS

BIG BAD AND HARD.
LEVEL 5
IN THE POOL ROOM.

Arkanoid II

I tell you what, I bin playing *Arkanoid II* a lot lately, and just as I reached the end of level 17 I had a weird bug. Now it's funny, but very shortly afterwards I got a note from **Mike Ledingham**, with not only a pile of tips for the game, but also this important info. "In room 17

finished the spider thingy, move immediately to one side exit. If you don't then the ball remains on the screen, and if it goes out of play, then there is no way of getting out as a new player comes up and your exits close. Also if once you come across a falling special capsule after all the bricks have gone, then don't collect it, as this also results in a crash. I hope this information is of some use, as it took me ages to compile." Cheers, Mike. Pleased to have you aboard.

Advanced Lawn mower Simulation

• Steve Frew has written to us with this exciting tip for GardenSoft's wacky, off beat and crucial number, *Advanced Lawn Mower Sim!* Worra brilliant game this was. All the more so for

and only existing in the mind and 30 lines of Basic of Duncan 'Wacko' MacDonald. Steve's tip goes like this: "Garden 1: From your tool kit, take a pen and some paper. Take them into the kitchen and sit down at the kitchen table. Write a letter to Duncan McDonald saying he's an utter... This will put you onto level two which is easy." Well... er thanx, Steve. Is he taking the mickey?

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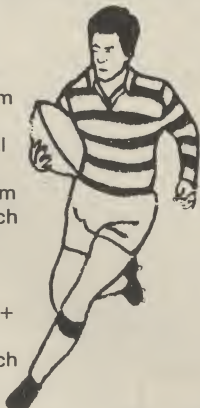
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'TARGET' RENEGADE

MAPPED BY MACCMAPPER, DRAWN BY JOHN ERASMUS

THE MOVIES : RENEGADE III

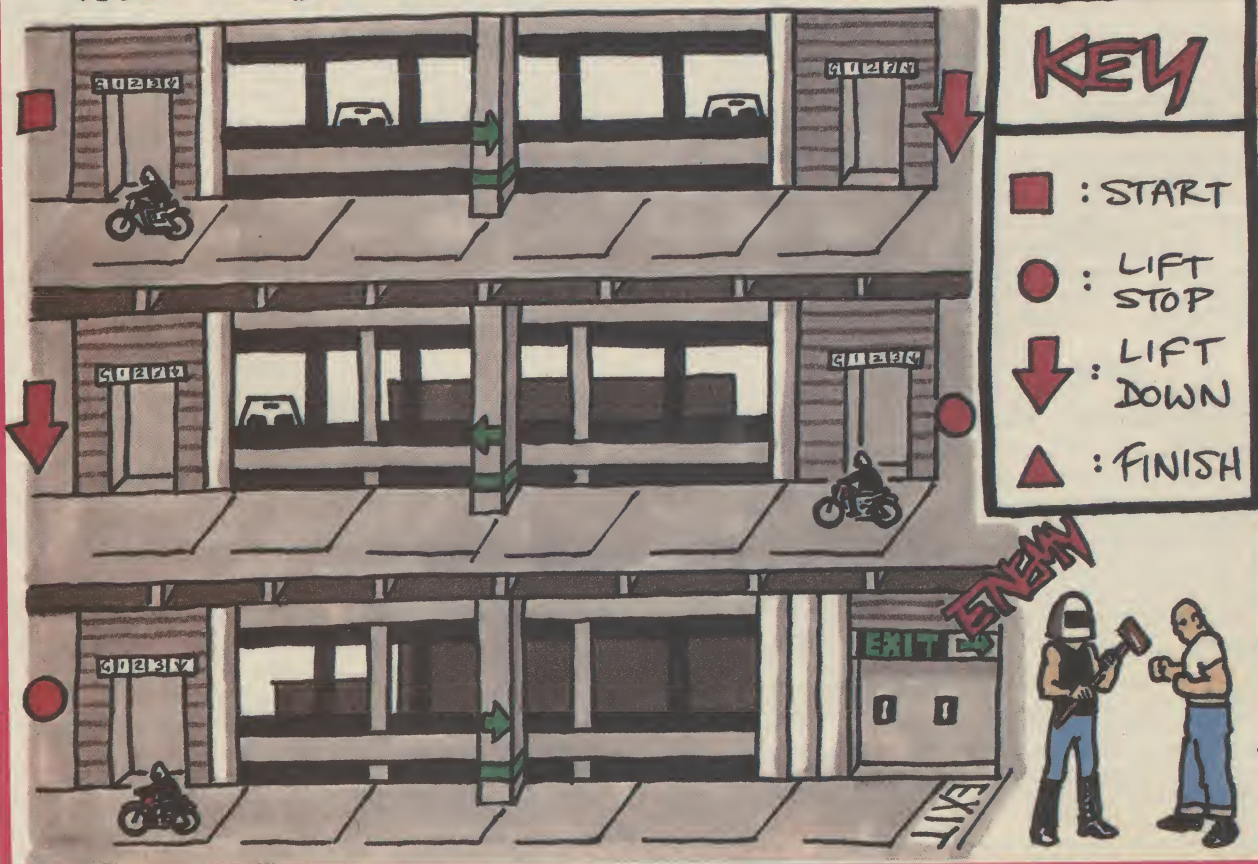
WEAPON	ENEMY TYPE	MOVE	QUANTITY	LEVEL
SLEDGEHAMMER	BIKING BIKER	JUMPKICK	1	1
—	WALKING BIKER	PUNCH	4	1
CLUB	WOMEN	JUMPKICK	1	2
GUN	ARMED BLOKE	PUNCH	4	2
—	PUNK	JUMPKICK	1	3
—	BODYPOPPER	BACKICK	2	3
—	SKINHEAD	JUMPKICK	1	3
—	BEASTY BOY *	BACKICK	2	4
—	BEASTY BOY	PUNCH	4	4
—	DOG	▲	1	4
SNOOKER CUE	BOUNCER	BACKICK	2	5
—	MR BIG	SWIPE THAT CUE	2	FINAL SCREEN

* THIS BEASTY BOY
IS THE ONE WITHOUT
THE CHAINS

* THE QUANTITY APPLIES TO THE AMOUNT OF HITS TO FLOOR THE OPPONENT NOT KILL HIM/HER

▲ YOU CAN PUNCH,
BACK KICK OR JUMP-
KICK THIS OPPONENT

THE CAR PARK - STAGE No: 1



THE SEEDY STREET - STAGE No:2



ENEMY



PARK - STAGE No:3



ENEMY



SHOPPING MALL - STAGE No:4



ENEMY



BAR - STAGE No:5



ENEMY



THE GAMES ROOM



MR BIG



CONGRATULATIONS

PRACTICAL POKES

David McCandless is here with more hackers than a British Telecom Master Computer.

Holey-Moley! Practical POKES is so packed this month that it's been extended to two pages! Mega-wow! And if you want it to stay at two pages then keep hacking and cracking and sending, because it's you hackers out there who make this column.

FIREFLY

Okay, I'll admit it, this game is so hard that even I — yes me! — couldn't get very far. By "not very far," I mean of course, that I almost didn't complete it, but what do you care? This is Jon North's first instalment this month — infy lives for this corker.

```
10 REM FIREFLY HACK by Jon No
rth
20 CLEAR : LET t=0
30 FOR f=23296 TO 23511
40 READ a: POKE f,a
50 LET t=t+(f-23286)*a: NEXT
f
60 IF t<>2197967 THEN STOP
70 RANDOMIZE USR 23296
1000 DATA 221,33,240,240,17
1010 DATA 249,13,62,255,55
1020 DATA 205,86,5,48,241
1030 DATA 243,33,106,89,54
1040 DATA 80,35,54,241,35
1050 DATA 54,26,1,0,7
1060 DATA 237,67,109,76,253
1070 DATA 33,205,91,1,0
1080 DATA 11,237,67,111,76
1090 DATA 253,78,0,6,0
1100 DATA 42,106,89,34,113
1110 DATA 89,9,94,54,77
1120 DATA 35,86,54,91,237
1130 DATA 83,106,89,42,113
1140 DATA 89,58,108,89,237
1150 DATA 79,233,237,95,214
1160 DATA 3,254,250,56,2
1170 DATA 214,128,50,108,89
1180 DATA 253,35,237,75,111
1190 DATA 76,16,199,237,75
1200 DATA 109,76,16,182,62
1210 DATA 2,50,40,91,33
1220 DATA 24,17,34,98,91
1230 DATA 24,173,175,50,181
1240 DATA 251,33,130,91,34
1250 DATA 230,254,195,126,251
1260 DATA 205,64,254,33,160
1270 DATA 91,34,65,254,33
1280 DATA 176,91,17,94,255
1290 DATA 1,30,0,237,176
1300 DATA 201,1,96,54,82
1310 DATA 50,17,14,12,24
1320 DATA 33,169,91,34,38
1330 DATA 91,195,64,64,175
1340 DATA 50,144,177,195,0
1350 DATA 235,0,54,0,16
1360 DATA 0,97,15,39,16
1370 DATA 32,175,222,72,16
1380 DATA 64,64,114,0,16
1390 DATA 252,254,48,0,16
1400 DATA 0,91,31,0,16
1410 DATA 15,20,43,31,31
1420 DATA 29,43,15,31,43
1430 DATA 29
```

DRUID 2

This one's fairly old but — hey! — who cares, huh? It's still a hard game and I still haven't printed a hack for it, until now. Terry Mancey sent this one in and it'll

give you infinite energy.

```
10 REM DRUID 2 hack by TERRY
MANCEY
20 LOAD ""CODE
30 FOR i=64056 TO 64063: READ
a
40 POKE i,a: NEXT i
50 RANDOMIZE USR 64000
60 DATA 62,58,50,60,117,195,0
111
70 REM Hullo Charlie Brinsdon
!!
```

BLIND PANIC

Remember the killer freebie on the cover of the April issue? The one where you slaved for hours to get to level three, and wham! bam! — you get trapped between two closed doors. Aaaargghhh! Well these POKES from Ewan Parker'll get you going. Check out the Multiface section too.

```
10 REM BLIND PANIC hack by Ew
an Parker
20 CLEAR 29999
30 LOAD ""CODE : LOAD ""CODE
16384
40 LOAD ""CODE 30974
50 POKE 40596,201: REM Energy
60 POKE 38688,195: REM Keys
70 RANDOMIZE USR 32768
```

ROLLAROUND

Justin Kimber took "ages and

ages" to crack open Mastertronic's *Rollaround*, and why not?

```
10 REM ROLLAROUND hack by J.K
imber
20 CLEAR 65500
30 LOAD ""CODE 16384
40 LOAD ""CODE 65000
50 FOR f=65034 TO 65043
60 READ a: POKE f,a: NEXT f
70 RANDOMIZE USR 65000
80 DATA 175,50,180,120,195,0,
91,0,0,0
```

TOUR DE FORCE

The second Jon North instalment is for the frustratingly addictive cycling game — *Tour De Force*. Infy lives, I do believe.

```
10 REM TOUR DE FORCE Hack by
Jon North
20 CLEAR : LET t=0
30 FOR f=23296 TO 23341
40 READ a: POKE f,a
50 LET t=t+(f-23286)*a: NEXT
f
60 IF t<>143986 THEN STOP
70 POKE 23301,179: REM Heat
80 POKE 23310,164: REM Lives
90 RANDOMIZE USR 23319
100 DATA 33,18,91,17,65
110 DATA 0,1,5,0,237
120 DATA 176,175,50,78,0
130 DATA 195,0,125,175,50
140 DATA 98,165,0,221,33
150 DATA 61,92,17,160,0
160 DATA 62,255,55,205,86
170 DATA 5,48,241,62,91
180 DATA 50,148,92,195,75,92
```

CYBERNOID — THE HACKED MACHINE

Yeah, I know I did this last month, but Dean Ashton sent in an even better (did I say that?), and more comprehensive hack, so I had to print it. Nice one Dean.

```
10 REM Cybernoid HACK by DEAN
ASHTON
20 CLEAR 25000
30 FOR f=25500 TO 1e9: READ a
40 IF a<999 THEN POKE f,a: N
EXT f
50 RANDOMIZE USR 25500
60 DATA 221,33,0,128,17,53
70 DATA 17,62,255,55,205,86
80 DATA 5,48,241,205,1,128
90 DATA 221,33,4,101,17,252
100 DATA 154,62,255,55,205,86
110 DATA 5,48,241,175
120 DATA 50,79,143: REM INFY L
IVES
130 DATA 50,55,124: REM INFY W
EAPONS
```

HACK OF THE MONTH

MEGA APOCALYPSE

Dean Ashton is back after a spell of hacklessness (a horrifying disease?), with more than a simidgen of vengeance. His first offering this month is for Martech's *Mega Apocalypse*, and this get's him Hack Of The Month. Hooray!

```
10 REM MEGA-APOCALYPSE HACK
20 REM by DEAN ASHTON 10/4/88
30 CLEAR 49151
40 LET t=0: LET w=0
50 FOR f=47872 TO 48019
60 READ a: POKE f,a: LET t=t+
w*a
70 LET w=w+1
80 NEXT f
90 IF t-1362157 THEN PRINT "
ERROR IN DATA": STOP
```

```
100 LOAD ""CODE
110 RANDOMIZE USR 47872
130 DATA 221,33,128,187,6,6
140 DATA 197,221,110,0,221
150 DATA 102,1,221,78,2,6,0
160 DATA 17,0,125,58,133,224
170 DATA 254,249,32,4,175,50
180 DATA 133,224,58,251,224
190 DATA 254,253,32,7,175,50
220 DATA 251,224,50,252,224
230 DATA 237,176,235,54,201
240 DATA 30,231,205,0,125
250 DATA 221,35,221,35,221
260 DATA 35,193,16,197,33
270 DATA 249,232,17,167,251
280 DATA 1,0,4,237,176,33,85
290 DATA 197,34,195,254,195
300 DATA 170,254,205,28,254
310 DATA 33,111,187,17,128
320 DATA 255,1,20,0,237,176
330 DATA 62,195,50,165,254
340 DATA 33,128,255,34,166
350 DATA 254,201,253,33,58
360 DATA 92,175,50,206,102
370 DATA 49,167,97,195,0,91
380 DATA 0,0,0,88,224,16,106
390 DATA 224,36,185,224,12
400 DATA 197,224,15,211,224
410 DATA 25,246,224,13,0,0,0
```

```
140 DATA 62,195,50,9,143: REM
IMMUNITY
150 DATA 33,0,0,34,74,106: REM
PERMANENT MACE
160 DATA 33,62,255,34,10,106,3
3,50,238,34,12,106: REM BACK LAS
ER 1
170 DATA 195,4,101,999: REM EN
D MARKER
```

3D STARFIGHTER & NORTHSTAR

Roy Goodall's certainly learnt a lot since his first hack, way, way back in the Feb '88 issue. This time he's POKED both *3D Starfighter* for infinite hits and *Northstar* from Gremlin for everything! Thanks a lot Roy.

```
10 REM 3D STARFIGHTER HACK by
Roy Goodall
20 LOAD ""CODE
30 FOR f=23296 TO 23332
40 READ a: POKE f,a: NEXT f
50 DATA 49,240,91,221,33,0
60 DATA 64,17,0,27,62,255,55
70 DATA 205,86,5,221,33,198
80 DATA 92,17,57,163,62,255
90 DATA 55,205,86,5,62,183
100 DATA 50,130,139,195,198,92
110 RANDOMIZE USR 23296
```

```
10 REM NORTHSTAR HACK by Roy
Goodall
20 LOAD ""CODE
30 FOR f=65448 TO 1e9: READ a
40 IF a<999 THEN POKE f,a: N
EXT f
50 RANDOMIZE USR 65428
60 DATA 62,190,50,243,188: RE
M INFINITE LIVES
70 DATA 175,50,227,178: REM N
D ALIENS
80 DATA 175,50,160,170: REM W
EAPON ALWAYS OUT
90 DATA 195,191,183,999: REM
END MARKER
```

SIMULATORS

There's a lot of simulators about these days, and the Droitwich Hacker, Kris King has shuffled a couple of them together and hacked the lot. He also asked for a POKE to *Arkanoid* 1, which has been re-mastered with the Speedlock 3 system on the *Magnificent 7* tape. Can anyone oblige?

ATV SIM

```
10 REM ATV SIM poke by KRIS K
ING
20 CLEAR 25400
30 FOR n=65500 TO 65532
40 READ a: POKE n,a: NEXT n
50 DATA 221,33,0,64,17,0
60 DATA 27,62,255,55,205,86
70 DATA 5,221,33,56,99,17
80 DATA 64,156,62,255,55,205
90 DATA 86,5,175,50,90,235
100 DATA 195,176,214
110 RANDOMIZE USR 65000
```

BMX SIM

```
10 REM BMX SIM hack by KRIS K
ING
20 CLEAR 24900
30 FOR n=65500 TO 65532
40 READ a: POKE n,a: NEXT n
50 DATA 221,33,0,64,17,0,27
60 DATA 62,255,205,86,5,221
70 DATA 33,68,97,17,152,158
80 DATA 62,255,55,205,86,5
90 DATA 62,58,50,112,192,195
100 DATA 140,185
110 RANDOMIZE USR 65500
```

UCM AGAIN?

We hacked *UCM* a while back, but PD Lock sent in an additional POKE which I like to encourage.

```
10 REM UCM HACK by PHILIP LOC
K
20 CLEAR 24575
30 LOAD ""CODE 16384: LOAD ""
CODE
40 POKE 32767,201: REM NO SOL
DIERS
50 RANDOMIZE USR 44744
```


MULTIFACE CORNER

Some super spiffing multiface POKES this month courtesy of **Terry Mancey, Roy Goodall, Dean Ashton, Kevin Hearson,**

Justin Kimber, Kris King, Andrew Chapman and Glynn Eyre. But remember, you can only use these POKES if you've forked out for a Multiface or similar interface.

Game	POKE	Effect
3D STARFIGHTER	35714,183	hits
ARKANOID 2	33055,255: 33909,0	lives
ARKANOID 2 (128K)	37586,0	lives
ATV SIMULATOR	60250,0	lives
BLACK LAMP	33606,127:34487,127	lives
BLIND PANIC	40596,201	energy
	38688,195	keys
	38929,x: 38930,y	screen co-ords
	41013,1	1=level
BMX SIMULATOR	49264,58	lives
CROSSFIRE	33848,8	immunity
CYBERNOID	36687,0	lives
	31799,0	weapons
	36617,195	immunity
	27210,0: 27211,0	Cyber-Maces
DAN DARE 2	61827,0: 61840,0	no treens
FIREFLY	38720,201	no aliens
	45453,183	lives
I, BALL 2	43366,n	n=bombs (0-250)
	39920,0	bombs
	43394,n	n=fireballs (0-150)
	43410,n	n=level (0-48)
	45392,0	lives
IKARI WARRIORS	49000,201	immunity
	39273,0	lives
	39917,183	ammo
	40076,183	grenades
	40618,0	fuel
	62384,190	tanks
KARNOV	32855,255	lives
MEGA APOCALYPSE	23578,0	lives
NORTHSTAR	48371,190	lives
	45283,0	no aliens
	43680,0	weapons
ROLLAROUND	30900,0	lives
ROLLING THUNDER	39792,0	lives
	40013,0	energy
	38909,0	time
	40318,0	slow motion
	43397,0	good laff!
SIDEARMS	29411,127	lives

CRASH PREVENTOR

So you don't know how to get one of these hack programs to work hey? Well you is gonna' listen, and you is gonna' listen good, because I'm about to tell you.

1. Type in the HACK program.
2. Save it for later use.
3. Rewind game tape to start.
4. Run HACK program.
5. Play rewind game tape.
6. Play game.

Easy innit?

SUPER-STUNTMAN

A quickie from **Ian Crome** here for *Super-Stuntman*. Follow the Crash Preventor to get it working.

```

10 REM SUPER-STUNTMAN HACK BY
IAN CROME
20 CLEAR 24999: LOAD ""CODE 1
6384
30 POKE 23322,201: RANDOMIZE
USR 23296
40 POKE 25517,0: REM INFINITE
TAKES
50 RANDOMIZE USR 25000

```

KARNOV

It's about time I made an appearance. I've hacked the awesomely brilliant and skillo *Karnov*. Delete line 120 to 180 if you don't want a particular feature. Okay? Now check out the graphics on the last level.

```

10 REM KARNOV hack by
20 REM DAVE MCCANDLESS 1988
30 CLEAR 32767: LOAD ""CODE 6
5088
40 POKE 65108,194: POKE 65094
,0
50 RANDOMIZE USR 65088
60 FOR i=23296 TO 1e9: READ a
70 IF a<999 THEN POKE i,a: N
EXT i
90 DATA 243,33,13,91,34
100 DATA 110,255,34,124,255
110 DATA 195,44,255,175

```

```

120 DATA 50,204,128: REM INFY
LIVES
130 DATA 50,106,163: REM INFY
BOMBS
140 DATA 50,121,128: REM INFY
TIME
150 DATA 50,62,190: REM NO EXP
LOADING NASTIES
160 DATA 50,126,189: REM INFY
FLAME
170 DATA 50,85,143: REM ONE SH
DT KILLS
180 DATA 62,24,50,183,132: REM
LOAD ANY LEVEL
190 DATA 195,0,128,999: REM EN
D MARKER

```

THE RENEGADE CORRECTION STRIKES BACK

Remember the correction to the *Renegade* POKE in the Christmas issue? Well, I got it wrong again! Can you believe this? Finally and for the last time, cross my heart and hope to be spanked until my bottom goes purple, the checksum is 1115999. Phew! Thanks to **Alan Howshall** for that fruit-cake.

SCROLLING CREDITS

Here are the people with hacks that were late:

Ewan Parker, Ian Ball, Simon MacDonald, Miles Tudor.

Well that's it, he said in a kind of "the-end-of-this-month's-hacking-column" voice. Keep hacking, hacking and hacking, not forgetting the hacking, with a little bit of hacking added for good measure! Then send it all to David McCandless, Practical POKES, *Your Sinclair*, London W1P 1DE. See ya next month! Byeeeee!

Nebulus

• Worra brilliant game this was. I've even got a tip from **Steve Frew** again. (Eho Neo?) He says "Hold down CAPS and all the letters in the word NEBULUS, then press CAPS and the number of the level you want to get to." Simple really. Any more?

Ian Barratt and **David Ashmore** had a few more things to say, a complete solution to the game in fact! That's what I like to see, definitive gamesmanship. Okay, sock it to me, septilateral Septimus. "Just thought you'd like the complete solution to **Hewson's Nebulus**.

Level 1 — Tower Of Eyes: Right, through door, go left under eye, jump on lift and wait for spiral to come from the right, lift up, through the door, left onto lift, lift up, shoot ball on left, go right onto lift, lift up,

go left and shoot two flashing blocks and bouncing ball, go left up stairs watching out for spiral and eye, through door, shoot bouncing ball on the right, walk right, jump on lift, up, walk left, drop down left and shoot bouncing ball, walk left, drop down onto lift, watch for spiral, up, jump one block right, through door, go left, wait for eye to go then jump on lift, up, through door, and right through the door.

Level 2 — Realm Of Robots: Walk left, jump over two gaps, wait on lift for spiral to appear then go up, jump left over face onto lift, up, through door, left, lift up, left through door, right, jump on lift, turn left, drop down, left onto lift, up, left, jump down onto lift, up and through door.

Level 3 — Trap Of Tricks: Walk left, shoot ball, through door, left onto lift, up, right and wait for spiral to knock you off onto lower level, shoot ball, right onto lift, up, left through door, drop down onto lift, go left onto lift, up, left, shoot two flashing squares, take lift, left through door, left into lift, up,

and right through door.

Level 4 — Slippery Slide:

Right, jump, jump onto lift, wait for spiral, up, shoot flashing square on the right, left, shoot two squares, left onto lift, up, left through door, left again through door, left onto lift, up, left through door, left again through door, turn right, shoot flashing square on the right, go left, walk along, shoot block on left, go back through same door, right, jump down onto lift, up, shoot ball, right, right, up, left and wait for lift to go down, jump down, right and jump through door, go left up stairs, jump and shoot ball, lift up, right, wait and jump down, shoot two balls, right and wait to drop down one level, lift up, turn left and through door.

Level 5 — Broken Path: Right onto lift, up, right, walk under eye and jump next block, shoot flashing brick and drop down onto lift, up, right through door, right again, up stairs to lift, up, left, jump twice, drop down, shoot two floating squares, onto lift, up, turn right, jump down onto stairs to lift, up,

jump three times, jump eye and shoot flashing brick on left, turn back, jump over eye, drop down onto lift, up, jump left on top of lift, drop down to next lift, turn right onto one single brick, drop down, left, jump over gap, keep left, take lift, through door, turn right, take fourth door, watch out for eye, turn right, take third door left onto lift, up, left, shoot ball, onto lift, up, and left through door.

Level 6 — Shimmering

Delight: Walk right, take lift up, jump gap, go right past two heads, turn left, shoot flashing brick above lift, turn right onto lift, up, shoot flashing brick on right, jump right off lift onto next lift, up, right, shoot flashing brick and drop down, walk right and take lift up, walk right and take lift again, turn left, take lift, walk right through door, go left, jump up stairs, jump over head, go through door, left onto lift, turn right, jump onto four blocks which collapse onto lift, up, right, shoot flashing brick, go back to lift, go down, turn right, take second lift up, right, up lift, turn

Congratulations, Mrs Spiggis, you've a grand, bouncing baby postbag here, weighing in at about 768 kilos. Shall we give it a little spank?

Or rather, let's open it up and look inside, as the surgeon said to the anaesthetist. Oh, the wit, the wit — quick, call the Joke Police!

First from the sack is **Stephen Phythian**, who's swiftly sorted out Martin Skinner's and John Rattenbury's probs in the June ish. In *Monty On The Run*, quoth Steve, the correct items are,

1. Compass
2. Jet Pac
4. Rope
12. Passport, and
16. Bottle Of Rum.

"And to rescue Herbert in *Three Weeks In Paradise*, get the deux stixks from the Croc room, use them to light the fire in the Anvil Room; get the bellows from the room with the well in, use them on the fire; get the ashes and take them to the totem pole room, use them on the man to make the thunder cloud, and guide this with the bellows to the hut. Crack! From the remains of the hut get the shell and go down the well. Press Use as the drip reaches you and presto! one full shell. Get billy can and go to the geyser. With the spinach (which should still be there after you've rescued Wilma), jump at rope and jump into geyser and it's filled. Get flip flops and the full billy can, and go to the beach. Walk past the crab and as soon as you're past him press Use and get the claw. With shell and claw, go to right hand lion on Herbert's screen, press use and walk into it. Get the thorn that's left and with shell walk to centre of cauldron, press Use and Herbert's free! To escape, jump into picture in room with table and snail (providing you've rescued Wilma first!) Phew! Thanks, Stephen.

DAN DARE

Oh dear, oh dear. Oh dear, oh dear, oh dear. Seems

DR. BERKMANN'S CLINIC

that we made a few boo-boos with our *Dan Dare* POKE in the May ish, and **Richard Swann** has written to provide the correct lines, as follows:

10 CLEAR 25555: RESTORE
30 FOR X=1 TO 2: READ
Y\$: FOR Z=1 TO 15 STEP 2
Sorry about that, *Daresters*!

MORE MONTY

Lucky old Martin Skinner, I say. Not only has he had the benefit of the Phythian's assistance (sounds like an SF villain, dunnit?), on *Monty On The Run*, but here's my tippy chum **Leon Felgate** with a corky little POKE, too. Yahay!

5 REM MONTY ON THE
RUN
10 REM BY LEON FELGATE
20 CLEAR 24649
30 PRINT AT 8,3: "PLAY
MONTY TAPE"
40 LOAD "" CODE
50 FOR N=65515 TO 1E9:
READ A
60 IF A=999 THEN POKE
23612: RANDOMIZE USR
52500
70 DATA 62, 24, 50, 156, 135
80 DATA 62, 201, 50, 141, 134
90 DATA 62, 201, 50, 157, 143
100 DATA 62, 0, 50, 80, 154
110 DATA 201, 99

Leon adds: "Could you tell all the readers that I will not charge anyone who writes to me from the time of printing." A pleasure, me old bunny. And Leon's address? 14 Banbury Road, Stratford-upon-Avon, Warwickshire, CV37 7HZ.

MASK 1...

As opposed to *Masks* two to 563, which I can't help you with, I'm afraid. When I say 'I', of course, I really mean **Paul**

Sugden, who wrote in after Dominic Kearney pleaded for assistance a month or two back

"You bet, Doc. To assemble the key, first drive over six key parts. Then press the 'w' key. This will take you onto the assembly screen. By pressing 1 to 6, find one key that will fit correctly in the top left hand corner of the screen. Then go through the other keys to find one that fits in the top right hand corner, to form the top half of the letter. Then go through the keys left to find the bottom left hand corner piece, and then the last piece. Go back to the main game and press the key formed in the box. If you have collected a scanner, one of the arrows should light up. Follow this to the first agent. If you get stuck trying to find a key piece, look around for another one, drive over it and you will be told to drop one. Carry on doing this until you find all parts of the key. Once you have found the agent, go back to the vortex and complete the level. Oh, and by the way, does anyone know how to get past the black hole on level three of *Mask 1*, because I'm getting quite frustrated?" I don't wish to know that — kindly leave the stage. Anyway, does that make sense, Dom? I blimmin' well hope so!

HAYLP!

An extended Haylp section this month, so see if you can help with any of these fearsome gamesnags, and make a happy man very old.

First up, **Emma Deakin** wants help with *Zzzzzz*. (I always try counting sheep myself. Or 18 pints of Thruxton XXX Old Beardi.) "I want to be able to get past the road where the bus rushes past, and past the

sleeping bandit. I can't even get the bike." Can you assist her?

Mr M Leach meanwhile is getting a very bad case of Primary Imbalance. "I'm trying desperately to find a way around *Brian Bloodaxe*," that splendid old platformer from The Edge. He needs hints, tips — anything!

Chris Lees is stuck on *GhostBusters*, that old Activision tie-in which has turned up again on Mastertronic and sold 8 billion copies all over again. (Preferred the film myself.) Anyway, Chris asks, "How do I sneak two men past the Mr Stay Puft the Marshmallow man at the Zuul temple?" Search me, but YS readers, on the other hand, may be privy to this vital knowledge...

Another **Chris**, of the **Delahunty** ilk, is "totally stuck" on the *Great Escape*. How, pray, does he find the keys and where can the objects can be used? "I have found the poison, red key, radio, torch, money, uniform and spades," he explains. But as John Travolta's friends in *Grease* said, "Tell me more, tell me more..."

Finally a long plea from **Ann Grant**. "Thanks for your help with *Greyfell* but I can't find the candle. You said that the candle should be outside the hut where it's dark. Well it's not! The candle, that is, not a glimmer of one (*Groan. Ed*). Even the hint sheet says it should be there, but it's not, at least in my game.

Also thanks for printing help with *Popeye*, but I need more help. Where's the key for the door that's on the bottom of the rope from the dragon?

Also please could you let me have a POKE for *Rentakill Rita*. I did have one, but seem to have lost it!" A demanding woman, our Ann, not unlike our esteemed, (*Stop right there if you know what's good for you. Ed*).

So can you aid any of these poor snagsters? If so, or you're in hot water yourself, drop a line to Dr B's Clinic, YS, 14 Rathbone Place, London W1P 1DE. Anyone mentioned wins a YS tips badge!

right on lift, left to three heads, lift up, turn right, keep jumping and go through the door.

Level 7 — The Nasty One: Walk right, drop onto lift, up, drop down onto lift but don't use it, jump right, turn left and jump left, take lift, shoot flashing brick on right, walk left, drop down onto lift, right and drop onto other lift, go right, take lift, go right, jump four times onto lift, up, walk right, take lift, right onto lift, up and shoot balls, left, drop down right onto lift, up, take third lift up, right, drop down taking one block off, drop off, take fourth lift, walk right, knock bar off, take first lift,

walk left, take lift and go through the door.

Level 8 — Edge Of Doom: Walk, wait for the four diamonds to be in a line, walk under them and take lift up, left, shoot four balls, watch out for spiral, shoot flashing brick, go back right, jump through door, left, jump up and drop onto lift, up, left, through door, right up stairs, jump four times avoiding four diamonds onto lift, up, left, jump, jump, jump over four diamonds and onto lift, shoot flashing brick on left, take lift up, through door, jump left twice, through door, right, shoot flashing brick, right back through door, jump down, left

onto lift, up, jump left four blocks, take lift up, right onto lift, up, shoot two flashing bricks above, lift up, left through, shoot flashing brick on right, left, drop down, shoot flashing bricks on left, back right, lift up and take the third door! (Phew!) The screen flashes red and 'Congratulations' comes up" Thanx a million, me old wankel rotary engine.

Fin

• And that, as they say, or at least they did when I last spoke

to them anyway, is that. I'm really chuffed, nay, reet glad that you still send me your piles. Of tips, that is. But you can trust us, 'cos we ARE doctors. So send all your hints, tips, maps, packets of bacon flavour fries and spare Wimpy fish'n'chips to Phil South, YS Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Mind you, those cheese snips aren't bad... oh, ahem. And don't forget, every one printed wins an 'I've Got Big Tips' naughty badge. Heh, heh.



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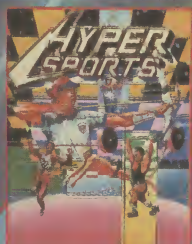
Eight more deadly opponents to combat as you advance to become a black-belt master. Authentic fighting moves with 4 different locations.



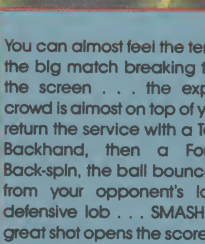
Our hero has finally mastered the secret martial art "CHIN'S SHAO-LIN" but is trapped by triad gangs. With kicks and other secret powers, escape from and travel SHAO-LIN'S road to freedom!



The planet Nemesis, is now under an all-out space attack beings from the sub-space star cluster of Bacterion. You will need all your courage and concentration to win. Get ready to blast off!



Continuing the challenge where 'TRACK and FIELD' left off. Archery, Skeet Shooting and Weight Lifting are just some of the featured events to test your skill and stamina.



You can almost feel the tension of the big match breaking through the screen... the expectant crowd is almost on top of you! You return the service with a Top-spin Backhand, then a Forehand Back-spin, the ball bounces high from your opponent's looping, defensive lob... SMASH!... a great shot opens the score...



Get into this and you'll never get out... The plan - codename JACKAL - is to drop a squad of 4 crack troops behind enemy lines. Rescue a group of prisoners and whilst under attack, deliver them to helipads. Their final objective is to knockout enemy headquarters. Simple eh?



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NIGHT RAIDER

'Chocks away, Boffo!' 'Jerry's pranged my kite, Squiffy!' 'Hard Cheese, old fruitbat!' 'Where's Binky Berkmann?' 'Previewing Gremlin's ripping new WW2 game, of course!' 'Tophole!'

And tophole is the word for it, by my reckoning. (Wilco, chaps. Over and out.) *Night Raider* takes you into dashed

dangerous territory, to whet the choppy Atlantic waters south west of Cornwall and north west of Brest (fnar) in Brittany. And your mission? Only to sink the Bismarck. Ha! Un morceau de gâteau, mon petit salade. Except of course that no-one else has managed it yet. And on your single act of pointless heroism rests the entire future of the world.

Luckily your bomber is equipped with every mod con (shower, jacuzzi, MTV and so on) and also a few useful devices to help you dispose of your enemies. On the Spectrum this means four different screens to toggle between as you strafe the night seas in search of Huns. The front view shows planes, boats, mines and whatnot zooming towards you in glorious monochrome, with the seas represented by loadsa dots and everything else solidly skimming over it. The back view's fun too, mainly 'cos you get to fire at things behind you, too. The area plan gives you a wider perspective on things, while your instrument panel tells you that your engine's about to drop out and that in 5.6 seconds you'll plunge to an almost certain and total watery doom.

Hitting the drink is generally a

fairly poor idea (*Remember you're driving! Ed*) (I didn't mean that sort of drink. MB) (*Sorry! Ed*), as if you do so you pop your clogs. More important is shooting your attackers before they shoot you, while keeping an eye on your target, not wasting your ammo, looking out for other hazards and generally keeping your eyes, ears, nose and belly button open. When you've sunk the Bizzy (which takes more than a couple of prangs, as you can imagine) it's time to head back to your aircraft carrier — and that's no mean feat if you're low on fuel, the right wing's on fire and you're fresh out of Cheese Snips.

Night Raider's due to be finished

and released in the next few weeks, but the preview version I saw boded well. I suppose the main reference point is DI's *ATF*, which also combined shooty and strategy aspects to telling effect. The version of *NR* I played had rather more shooty action than strategy, but when they've bunged everything in it should be a challenging, well balanced game.

So, a likely corker from Gremlin. Right ho, Beezer, time for another go at Jerry? Chocks away...!

FAX BOX

Game	<i>Night Raider</i>
Publisher	Gremlin Graphics
Price	£7.99 cassette, £14.99 disk

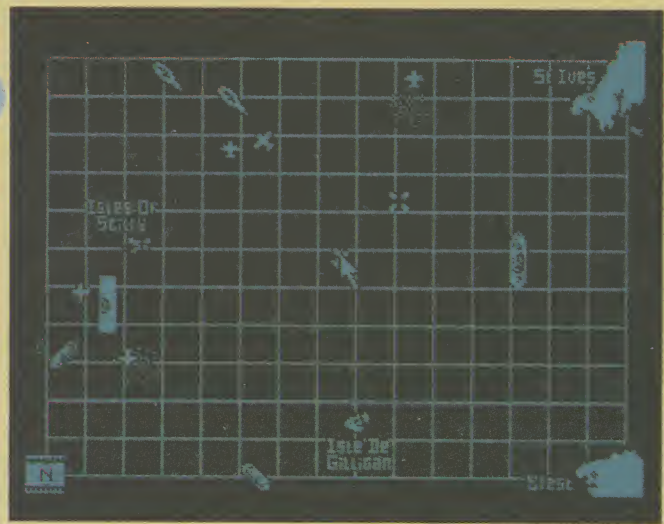
FRONT VIEW



BEHIND (WHOOPS!)



FROM ABOVE



BANDITS AT 12 O'CLOCK

Good Lord, is that the time? Better hurry then, cos otherwise it'll be too late to enter this splendid compo that we've arranged with those Gremlin geezers. All you've got to do is solve this utterly topping wordsquare, eh, Colonel? 'Fwah, fwah, fwah.' The prize? A high-flying, radio controlled model airplane, which comes in kit form for you to build yourself. Tophole, what? And for those of you who don't quite make the grade, there'll be fifty copies of Gremlin's *Night Raider* up for grabs. Spiffing, eh? Wanna know how to win? Read on...

WHAT TO DO

Right, pay attention, you chaps. The wordsquare here contains ten words of a thoroughly topping nature which old Squiffy and Boffo chose — probably because they're the only words they know! Haw haw haw! (Oh, thank you, just the one.) So here's the gen. Mark out the words as you find them, and then send in the whole coupon to me, Air Vice-Marshall Sir Buffington Squiffington MC, You Can Tell I'm One Of The Chaps As I Don't Have Bouncy Things In My Flying Jacket Compo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

RULES

- Chaps who haven't returned from the front by August 31st will be classified as 'missing, assumed not to be entering the compo'.
- Officers in Dennis Squadron or from HMS Gremlin will be cashiered if they attempt to get into camp without a pass.
- Anyone guilty of insubordination will be called up before the C-in-C and subjected to one of her chilli con carnes.



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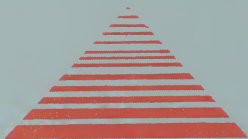
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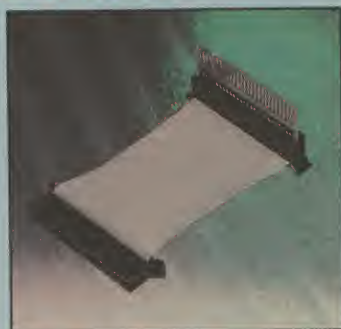
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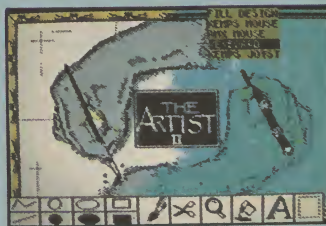
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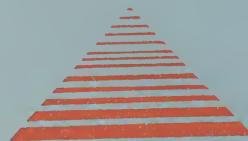
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Ciarán Brennan spends his last pennies checking out the latest in coin slot entertainment.

SLOTS OF

FUN

Hi Funsters! Well summer's here now. So I s'pose it's time for sunbathing, slurping ice cream and generally enjoying ourselves in the great outdoors then. What? You'd

rather check out what's happening down in those dark 'n' dingy arcades? Oh okay then, you've twisted my arm. Let me just empty the sand out of my left espadrille and wipe that mint choc chip off my chin...

CIARÁN'S CORKY COIN-OP FORGOTTEN WORLDS

Ladies and Gentlemen, the one you've all been waiting for... August's game of the month! And this time the honours go to Capcom for its all-singing, all-dancing vertically scrolling shoot 'em up, *Forgotten Worlds*.

Looking something like a side-on *Space Harrier*, *Forgotten Worlds* takes you through four fast and furious levels, bursting to the seams with some of the sharpest graphics you'll ever see.

The gameplay breaks no new borders, you simply fly along at a steady pace, destroying vast numbers of slimy reptilians and their equipment (which I would almost swear includes a kitchen sink!). You can fire in all directions — and good thing too, as the enemy aren't too fussy which side they attack from.

The objective is to get to the end of each level and destroy the major baddie who's waiting there (watch out for the Smoke Dragon — he's one mean mother). Credits can be picked up along the way to earn the player valuable bonus points, while a fairly small vitality meter in the bottom left corner has to be watched carefully, as when this disappears so do you.

As usual, the beginner's weapons aren't really powerful enough, so extras have to be collected along the way. These are found inside a series of shops that are conveniently dotted along the route, where those bonus points can be swopped for all manner of goodies, including treatment for wounds, extra armour and weapons, information and even the power of reincarnation (see, I told you that those bonus points would come in handy).

You could argue that *Forgotten Worlds* is too hackneyed to be considered to be a truly great game, but just give it a try and you'll soon see how compulsive it is. It can also be argued that your four levels aren't enough of a challenge to any player worth his salt, but again the level of difficulty is perfectly pitched and even these few levels should keep anyone's hands full for some time. Full credit to Capcom, this one is addictive, infuriating, action-packed, fantastically pretty... and a snip at only 20p. And by the way, it's even better with two players.

Convertibility Factor: 4
Too fast, too flash and too colourful.



FIGHTING SOCCER

From the people who brought you the strangely named *Fighting Golf* comes another sports game with an inappropriately aggressive title — *Fighting Soccer*. Passive this may be, but it's an impressive soccer simulation along the lines of the same company's American Football game, *Touchdown Fever* (YS Feb issue).

The match is viewed from above a horizontally scrolling pitch (which also moves a little from side to side) with the player controlling one team member at a time. The active player is highlighted by an arrow, which is pointed by use of a swivel-headed joystick.

Alongside the joystick there's a two button system, with different uses for each depending on whether the player has the ball or not. If the player is in possession, one button is used for a short kick or

pass while the other is used for a long pass or goal kick. If the player does not have the ball, then one button causes a slide tackle while the other is used to jump (great effect here as the sprites appear to almost leave the screen).

The usual rules of soccer apply, the only difference being that each game lasts only two minutes. In one player mode the computer makes a pretty tough opponent, while more fun can be had in two player mode as a couple of players square off against each other — unfortunately this can often lead to one of soccer's more unsavoury traditions... violence off the pitch.

At the end of the ninety minutes Brian, this one gave 100 percent and I'll be sick as a parrot if you don't all go out and give this one a try — champion!

Convertibility Factor: 8
Should kick off in no time.



P47

Who ever designed Jaleco's latest shoot 'em up, which has an alternative title of *The Freedom Fighter*, must have spent more time studying art than history. I say this because it looks pretty good, but it seems to have a few crossed wires in the plot — since when did the Luftwaffe have the use of helicopters and jet fighters in 1941?

Anyway enough of this pedantry. Who cares if the story's all wrong, if the game's all right? Unfortunately it isn't and it doesn't take long to realise that the graphics do nothing more than hide a pretty poor *Nemesis* variant, without the original's speed or complexity.

What *P47* does offer is standard one or two player vertically scrolling shoot and collect action, but this can be had in too many other places and most of them better than this.

Specific gripes include the speed and difficulty — neither of them are nearly high enough — and the sprites aren't exactly inspired either. This is definitely one for the fanatic.

Convertibility Factor: 7
For those who missed *Nemesis*.



BOWLING

Another one from Capcom, this time an attempt to simulate the great American family sport of ten-pin bowling. This has been done many times before to varying degrees of success, but what makes this effort a little different is that it's played by use of a ball — even if it is embedded in the cabinet's panel in place of the joystick.

If you are at all familiar with the sport itself, then you will have no trouble picking this one up. The alley is viewed from above, with the ball at one end and ten pins set up in a triangle at the other. The on-screen ball is pushed towards the pins by 'rolling' its real life counterpart in the relevant direction. Hook or spin can be added by adjusting a meter beside the alley before each turn.

The player has two attempts at each set of ten, and ten sets in each game. A 'strike' (where all ten pins are dropped in one shot), is rewarded by doubling the points of the next two shots while a 'spare' (where the ten pins are cleared with two shots), means that the score from the next shot is doubled — although the machine occasionally appeared to confuse strikes and spares.

Bowling is quite fun, although it is a little quick and easy and the lack of a two player game removes all of the social element. It's hardly essential, but it might make for an occasional diversion if the strain of killing aliens gets too much.

Convertibility Factor: 5
Not quite up the Spectrum's Alley.



ACE ARCADES



F1 DREAM

Capcom again, and this time it's offering the chance to step into the racing shoes of Prast(!?) or even Munsell(?!!) — at least that's what it says on the opening screens. The 'dream' of the title refers to the fact that you start off as a mere formula 3000 driver and fight your way up through the ranks to eventually reach the top flight.

However, before you get into any race there are a few decisions to be made. A course has to be selected from a choice of four and you can also decide whether to equip your already flash motor with a turbo or to leave it to its own devices, ('though this doesn't actually seem to make much difference).

Right, so now it's straight into the race... oops! Sorry about that, there's the small matter of a time trial to be taken care of first. The time trial consists of a solo run around the track and determines where your car will be on the starting grid if and when the race does start.

The race is viewed from above, with only a small section of the track visible — the entire track is superimposed in the bottom corner in case you want to check out where you stand, or even when the next corner is going to appear.

It took a little while, but I did eventually start to get into this one. The joystick steering method takes a little getting used to and it also takes some time to get to know the tracks, but stick at it and you'll be in for a pleasant surprise.

Convertibility Factor: 7
A converter's dream.



TWIN EAGLE

Also known as *Revenge Joe's Brother*(?) Taito's *Twin Eagle* takes lack of imagination to new heights. In fact I'm not at all sure why this one ever appeared, as there must be about 100 games exactly the same as this on the market already.

For those of you still reading, the game is a horizontally scrolling shoot 'em up where you guide a heavily armed chopper along a jungle landscape which is choc-a-bloc with enemy soldiers, tanks and helicopters. Occasionally a support plane flies overhead dropping balloons which improve your armaments when collected.

The action is fast and furious,

Convertibility Factor: 7
At least the one player version should fly along.



and the continue game feature should allow you to get as far as you like into the game — but I can't see a lot of people trying this one in the first place.

ARCADE NEWS

No news as such this month, folks. But I do need some more tips from you lot on how to improve the ol' skill in the trigger finger. So if you've any tips for me, write 'em on the back of a

postcard (make sure it's got a nice scenic pic of where you went on holiday or summit), and send it to Slots Of Fun, *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE.

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SCREENSHOTS

PART TWO



YS Seal of Approval
All games reviewed in
Screenshots are finished
products.

Special FX/£7.95

Sean A giant mega-being is approaching earth. It's as big as the moon! Arms as big as Africa! A mouth as big as Malaysia! Teeth as big as...er... Tunbridge Wells. And it's going to eat the earth. WAAAH! It makes me feel like doing something really stupid like volunteering to jump into a rocket, whiz up to it, jump inside its stomach and disable all the major body functions like the kidney, heart, lungs and brain. What? No, no, I didn't mean it! Stop... Where are you taking me... What's that?... Waah! A rocket. Nooo.

Yup, there you were, having a bit of a josh with your mates when they actually started to take you seriously. So now you're stuck in the innards of a mega-being, squibbly bits everywhere, to say nothing of all those nasty anti-bodies, uncle bodies and second cousin twice removed bodies floating round trying to kill you. All you have to do is duff up this intergalactic Billy Bunter to prevent it eating the earth. Fortunately, by applying your superior mental intellect, dazzling ingenuity, and especially by reading the inlay card, you have a pretty good idea about how to go about it.

One vital organ of this mammoth nastie, lies on each of four levels, each level being made up of four sections interconnected by long tubes. Yuk! The organ lies in a specially protected womb, which can only be entered by finding all the pieces of the special 'get-into-the-vital-organ-room' weapon. Fortunately, there are a number of things to do and find which will help you achieve this aim.

On each of the four sections of a level, there are weapon holds in the walls which give you progressively meaner anti-body bullets. These initially kill only a few of the anti-bods, but eventually make mincemonster of everything in sight. Grabbing the crystals which lie few and far between, will give repeat fire for three minutes, and the spare helmets will protect you against bullets, gas and some anti-bods for two and a half minutes. Last, but not least, there's the map capsule to be grabbed early on, which will show your position, and if there are any of the above mentioned goodies in the same area. Careful how you go with this one, though, 'cos if you use it for more than three minutes, cor blimey matey and blow me down peeps if it don't go and pack up on you.

The scenario of *Gutz* has got to be one of the best I've read for ages, and perhaps owes a teensy weensy bit to *Innerspace* methinks? What it boils down to however, is a pseudo 3-D maze game, where you charge around killing all and sundry, grabbing everything which lies in your path, and generally having great

fun. The main figure and all the wibbly wobbly anti-bodies are well animated, and the scrolling is excellent. Each section of a level has a different design, and the part of the game played in the interconnecting tubes is also well done and fun to play. The only drawback is the monochrome levels. A bit of colour wouldn't have gone amiss.

Gutz has the vital 'one more go' element, and its speed adds to the addictiveness. Stand still for more than a second, and you'll get sprayed in a hail of bullets!

The package is also very well presented, and the pause mode will blow your socks off. I don't

remember ever seeing my Speccy do that before! This game should keep mapping types happy for ages, and proves there's life in the old maze game yet.

YS CLAPOMETER

Competent kill, grab and map game which should keep you burying around your innards for a while.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS



7



Grab the box to get the first part of the door opening weapon, but avoid all the wibbly wobbly meanies.

HERCULES

SLAYER OF THE DAMNED

Gremlin Graphics/£7.99

Jonathan Being a YS reader, and therefore a classicist at heart, I'm sure you'll be well acquainted with the legend of Hercules. No? Well I won't bore you with all the details. But in short, Hercules (muscles, head-band and all the rest), was an ancient Greek who had to complete twelve labours, set as a punishment by the King of Argos. And they weren't that

easy, either.

However, none of this seems to have any relevance to the actual game, *Hercules*, as Gremlin seems to have abandoned what could have been quite an interesting plot and presented us with something which, apart from a beefy bloke and the number twelve, has little to do with any legend I've ever heard of!

As you'll probably have

gathered from the screenshot, assuming it's in the right place this time (*Very droll, Ed*), *Hercules* bares a startling resemblance to a well-known martial arts game from a few years back, and about 59236911045 other games since. And what's more, rather than having to tackle a wide range of weird and wonderful mythical creatures, you get a skeleton with a big chopper (fnar), plonked in front of you. Hit it with your weapon (double fnar), a few times (well, about 298235567 times actually), and it'll die, just as another one appears.

The rest you can probably guess. I'll just say that it happens twelve times (one for each labour, you see), and it's extremely boring. To make things a bit more interesting, no, bad word, different, a snake wriggles along the bottom of the screen and your blows are only effective while the skeleton's above it. Also there's a giant spider that drops down from above and tries to steal the skeletons. Add a minotaur at the end, and what've you got?

Bizarre stuff!

Worse still, if that's at all possible, is that what little game content there is here, plays like a comatose underwater footballer with both his legs in plaster. The controls are awkward and not particularly responsive, the animation is jerky, the sound stinks and the whole thing probably wouldn't keep a sloth amused for more than a couple of minutes.

A bit of a 'nana, this one. At budget level it would have been pretty grotty, but at full price it doesn't have a hope. And from Gremlin, too! Shocking, I call it.



YS CLAPOMETER

A Herculean failure with about as much content as an empty bag.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

4

WIZARD WARZ

Go!/£8.99

Ben 'n' Skippy 'A game that takes fantasy role playing one step further' claims the cover of Go!'s latest offering. What?! Neither of us claim to be role-playing nuts, but we've seen an awful lot better than this!

You start off as a fresh-faced magician with only a few spells and not much power. Fret not though, spells and other interesting goodies can be picked up easily enough throughout the game. There are plenty of monsters on the first level, who again, don't appear to have done anything wrong but must be blasted if the magic man is to proceed to the next stage. They range in 'ardness from the awfully wimpy Giant Bat to the wickedly bad Vampire. And your object in the first level is to blast the six monsters who guard stolen treasures and then return the treasure to its rightful owner. As a reward the city gives you some food to restore your energy and stamina.

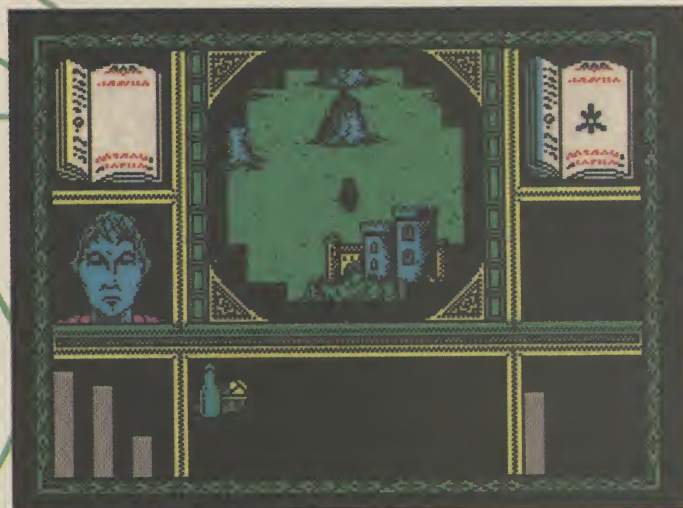
The second level is meant to be a test proving your ability to enter the third level. (Not very imaginative, I know, but I suspect that Go!'s writers were

having a bad day!) Here you get to choose which monsters to battle with, and killing one gets you a reward. Rewards can be in the form of another spell or a familiar, (that's a cat or crow, you know the sort of thing), and these can be very useful, for giving you extra powers or making you invulnerable to certain spells. The major reward is a magical item — and you need three of these to go on to level three.

Assuming you survive this arduous task (it isn't the game's difficulty that's the problem it's being able to breathe in the atmosphere of boredom it creates!) then we can stomp (and what a poorly animated stomp it is too), into level three, where you've got to destroy the seven Wizards and their guardian monsters in order of difficulty. If after tackling one of these truly 'ard guys you don't have enough energy to go on, you are awarded some more — what fun!

You may have gathered that we're not too keen on *Wizard Warz*. That's putting it mildly: it's rubbish!

Strategy games are fine when they *do* involve strategy,



but this relies far too much on 'arcade type action' which simply isn't fast enough to handle enjoyably. The graphics are very poor indeed — the playing area involves character scrolling which shouldn't have emerged from the dark ages.

At full Go! price *Wizard Warz* is nothing short of a rip-off. It has to be one of the least fun pieces of programming we've had the misfortune to play in months.

YS CLAPOMETER

Glad to see Go! are maintaining their standards... Bad news, don't buy it.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

3

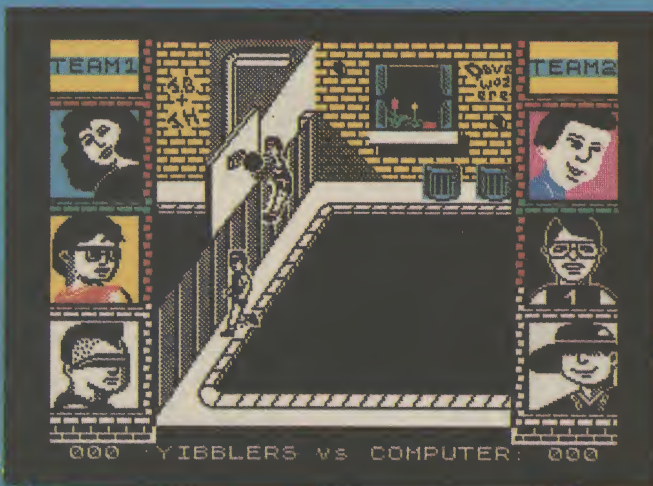
STREET SPORTS BASKETBALL

US Gold/£8.99

Jonathan If phrases such as 'slam it through,' 'slow dribblers,' and 'pop 'em from the corners,' mean anything to you, then you'd probably be better qualified to review this game than me. I'm afraid that corpuscule redistribution is more in my line, but I'll give anything a go.

Street Sports Basketball puts you in the dubious position of having control over a team of, ...yes, basketball players. Only three, admittedly, but we all have to start somewhere. Your side is picked from a selection of ten possibilities, none of whom I'd want to be seen with in public. Then either another player or the computer goes through the same ordeal to select the opposing team.

Having done this, and named the teams, you're now almost ready to start. But wait for it...



you've still got to decide where to play. You can choose between such picturesque locations as the school playground, a back alley, a street out in the suburbs and even, for those romantic, poetic moments, a parking lot.

By the time you've got to this stage, you'll have endured hours of tape starting, stopping and turning over, some horribly average graphics, a beepy tune and, most stomach-churning of all, the original Sinclair character set! Urgh! And it would only take them 768 bytes to design a new one, he says knowledgeably.

Sadly, things don't improve a lot presentation-wise during the game, either. The players stagger around as if they're recovering from the side-effects of a particularly violent Tandoori, none too inspiring when they're just about the only things that move in the whole game. The playing area is a small window in

the centre of the screen, hemmed in by some close-ups of your team members, just in case you forget what they look like. That's just what I was trying to do, in fact.

And then we get onto problem number four hundred and sixty two: controlling your players. Rather than adopt the normal method of the guy (or girl, for a change), nearest the ball coming under your control, this game has plumped for a different system, whereby pressing fire flips between your players, unless one of them's got the ball, in which case it'll make him pass or shoot with it. Well I said it was different didn't I?

Having sussed that lot out, the next stage is to get hold of the ball. Not easy, I can tell you. Jiggling around next to the bloke you're trying to get it off sometimes works, but it's usually easier to wait till he takes a shot

at the basket, invariably misses and lets you grab it. To have a go at shooting yourself (that wasn't meant to come out like that, but I came close at times!), position your player near the basket and press fire. Then it's mainly down to Lady Luck whether it goes in or not.

Which leads me (and rather neatly, I think), onto my next point. The main snag is that you simply haven't got a lot of control over what happens. The moves available to you are minimal and ball control is a very hit or miss affair. Compared to the likes of *Match Day II*, with all its subtleties of gameplay, *SS Basketball* looks pretty poor.

No doubt this one will find a home with a select group of basketball fanatics out there, but I'd advise even them to give it a thorough checking out before parting with any of the folding (or jingling if you want to annoy the shopkeeper), stuff.

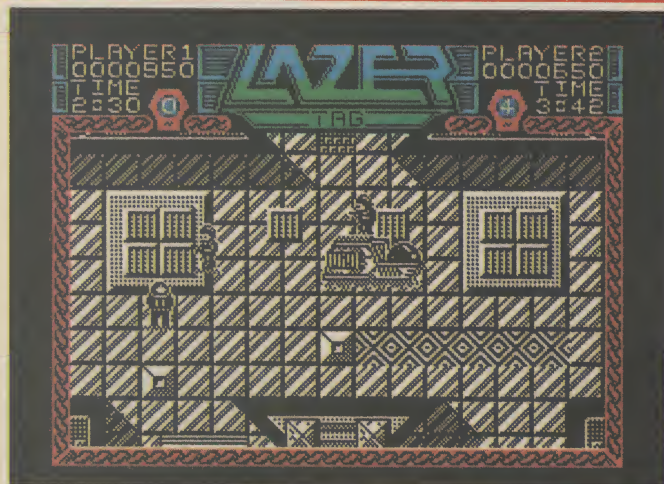
It's tough on the streets, as the bump points out, especially after its been lying there for a few days (Eh? Ed).

YS CLAPOMETER

Unimpressive sports sim that won't set your joystick on fire (ouch!), let alone the world.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

5



Laser TAG

Go!/£8.99

Ben 'n' Skippy Has anyone ever noticed how Gateway supermarkets seem to have been designed specifically as Laser Tag arenas? Forget the Saturday morning trip down to the shopping centre for your Sunday joint, veggieburger or whatever — replace your shopping lists with the latest in infra-red technology Granny;

we're talking targets not trolleys here! The creepy mist, the atmospheric music and the slippery floors, it's all at Gateway. The only problem is the store manager brandishing a leg of frozen lamb!

Yes Ben 'n' Skippy are well and truly veterans of the light fantastic (albeit Infra-red!). But what has blasting each other with Laser Tag toys got to do

with Go!'s game of the same name? Good Question...

The year is 3010 and you have just been enrolled into the Laser Tag Training school — in the hope that, just maybe, one day you may be good enough to carry the title of Duellist and be entered in the Laser Tag games.

As all other cadets before you, you have to prove yourself in the vertically scrolling arena and thus be promoted through the six levels, from Neophyte to Duellist. Each level has a slightly different playing area and is played in two phases: the first, called Rabbitoid, is a straight shoot out with other cadets, who are all just as eager as you to climb the ranks and just as nifty with their Laser Tag weapons too. Here the player races against the clock to the end of the arena, to gain a whopping great bonus tagging out as many opponents as possible on the way, and icons can be picked up for extra points, time, lives or increased firepower. The second phase, called Target, is a lot less hassle. The player follows a fixed path through the arena and picks off targets, who don't shoot back, as they pop up around the place. This time the bonus is calculated from the shooters accuracy.

On the whole *Laser Tag* plays

like a mediocre *Commando* variant with insipid opponents (even on the higher levels), and a boring section in the middle that breaks up the gameplay drastically. The bouncy bullets/Laser blasts are a nice touch (and one of the few tie-ins with Laser Tag proper), but more often than not it's very difficult to see the surfaces that you can bounce your blasts off, or the things that you're supposed to shoot at, because the graphics are poorly coloured and detailed.

When you consider that with a bit of shopping around, you can pick up an original Laser Tag set for around twenty quid, the price tag of £8.99 on this seems to be well wide of the mark. I know which I'd rather spend my money on.

YS CLAPOMETER

Unoriginal, unplayable, overpriced and generally unappealing. Laser Tag has very little going for it — stay well away...

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

3

This *Flintstones* is set in ye olde worlde prehistoricke times.

and stars Fred Flintstone, with Wilma and Pebbles, and Barney and Betty Rubble making the occasional appearance. (If Barney was a designer, would he be Designer Rubble?) It's the weekend, and Fred's looking forward to the final of the Bedrock Super Bowl contest the following day, but Wilma has other plans for Fred. He must

paint the living room before Mother visits, otherwise he gets a good nagging, and no bowling. Simple, eh? Well yes, except Pebbles is partial to a bit of drawing, and insists on helping Daddy by drawing faces and figures over the wall that Fred has just painted, so not only must you try to paint the wall, but also keep the troublesome sprog locked up in her pen. Not easy, especially when every time you grab Pebbles, your paintbrush, a sort of prehistoric skunk, legs it off and tries to escape. Should you by a miracle manage to finish the wall before your time runs out, then it's straight down to the bowling alley.

Aaah, freedom. The summer breeze in your hair, the stereo belting out rock music, and lumps of stone all over the road. Eh? Yup, a Flintstones life is not an easy one, 'cos to reach the bowling alley, Fred must jump the car over the rocks strewn all over the road. If Fred hits one, then the back wheel bounces through the air, and he has to leap out, jack the car up and fix the wheel back on. Tricky, I can tell you.

At the bowling alley, it's a head to head match between Fred and Barney in the Bedrock Super Bowl contest. Can Fred get the position, spin and speed right in order to get a strike? Or will Barney continue to beat Fred hands down as he did when I was playing?

Just as the match is over, the newspaper arrives, with the news that Pebbles has gone missing, and so it's on to the fourth and final part of the game. Fred must rescue her from the top of the block of flats on the building site where she was last sighted. Fred does this by climbing to the top via the ropes, lifts and rock platforms conveniently situated on the outside of the building. If he fails too many times, the message is

flashed up that Barney Rubble has rescued Pebbles instead. Flippin' 'eck! If my neighbour was so miraculous that he beat me at bowling and rescued my children, I'd move house.

Mark Edwards must be congratulated for the brilliant graphics on this game. All the characters are excellent copies of their cartoon counterparts, and the opening sequence of Fred finishing work and sliding down the back of his dinosaur is mega. The actual animation of the characters is also of a superb quality, especially Fred's run-up in the bowling section of the game.

This said, however, I think that the programmers have attempted to fit too many features into one game. Each section looks great, and the painting section has a certain addictiveness, but overall the game doesn't encourage you to carry on for very long. The bowling section seemed to be a little random, and often the shot appeared to depend on luck rather than speed or spin. And the rescue section gave the impression of yet another *JSW* clone with big sprites, even down to the 'blackout' following a fall.

Whilst this is an improvement on the first *Flintstones* game, it is let down by poor addictive qualities. Teque are, though, definitely a team to watch out for in the future.

Good conversion of the TV characters, let down by trying to put too many other bits in too.

GRAPHICS
PLAYABILITY
VALUE FOR MONEY
ADDICTIVENESS

6



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1 JAN '86 • Exclusive Rasputin cover game • Fairlight map • Winter Sports/Saboteur reviewed • David Crane interview • QL software buyers' guide.

2 FEB '86 • Three Weeks In Paradise map • Friday The 13th poster • Beach Head II/Worm In Paradise reviewed • Art Studio review • Matthew Smith interview • Joysticks tested.

3 MARCH '86 • Robin O' The Wood map • Zoids/Movie reviewed • Marsport/Fairlight tips • SpecDrum reviewed • More QL games.

4 APRIL '86 • Sweevo's World map • Skyfox/Lord Of The Rings reviewed • Art Studio tips • 128K Speccy reviewed • Arcade Dream — exclusive preview.

5 MAY '86 • Movie map • Batman reviewed • Micronet feature • Mike Gerrard joins YS • Interview — Ghosts & Goblins programmers • Program Power — Fast Loader



6 JUNE '86 • Saboteur map • Chuckie Egg II/Three Weeks In Paradise tips • Hardware round-up • Way Of The Tiger/Tasword III reviewed • 128K games feature.

7 JULY '86 • Batman map • Rock 'n' Wrestle/Heavy On The Magick reviewed • Gargoyle interview • Hard Facts Special — Fault Finding Chart • Music hardware feature.

8 AUGUST '86 • Pentagram map • Program Power — Speech Melba • The Price Of Magik/Animator 1 reviewed • Batman/Riddler's Den tips • Hardware — Choosing the complete Speccy system.

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10 OCT '86 • Ghosts 'N' Goblins map • The Great Escape/Trap Door reviewed • Complete Elite Hacking Away special • 128K Speccy — opened up! • Program Power — Tune-A-Paté.

11 NOV '86 • Dan Dare map and review • Scooby Doo/TT Racer reviewed • Spectrum +2 test-driven • Devil's Crown map • Commando/Starstrike II tips • Adventures — Complete clue list.

12 DEC '86 • Pyracurse map • Avenger/Uridium/Lightforce reviewed • Music special • Reader Survey results.

13 JAN '87 • The Great Escape/Deactivators/Antiraid/Storm maps • Jewels Of Darkness reviewed • Trap Door/Equinox tips • T'zer Goes To The Movies — feature • Hardware — Red Box/Saga's Compliment.

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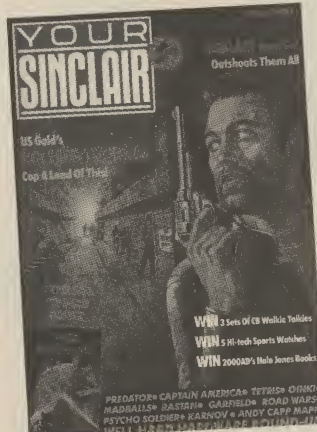
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16 APR '87 • Fist 2/Uridium/Dandy — maps • Enduro Racer/Rana Rama/Nemesis The Warlock reviewed • Explode your phone bill — check out the Modern special • Space Harrier/Star Glider tips.

17 MAY '87 • Exclusive cover game! Road Racer • Cobra/Thrust/Uridium maps • Tips for Gauntlet/GreyFell/Leaderboard • Saboteur 2/World Games/Tai-Pan reviewed.

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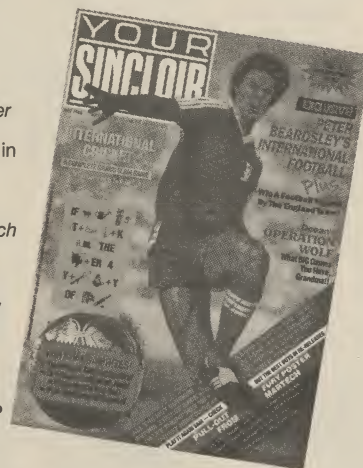
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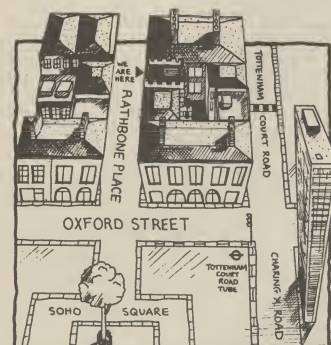
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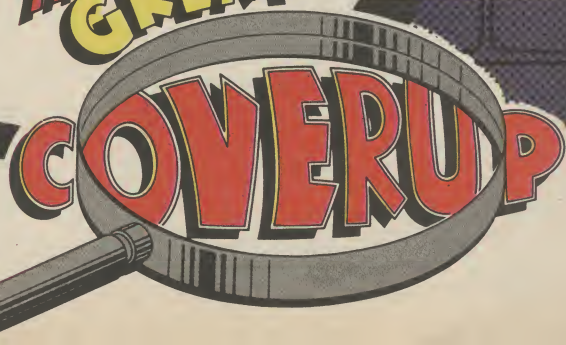


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YES ADVENTURE

All hail to **Jonathan Borer** of Chorley, for being good enough to send me a much-awaited solution to *Blizzard Pass*, something I've been pleading for on bended knee from you lot for what seems

like years. Jonathan's the first to come up with the goods so he has been duly rewarded, and now all those *Lost Souls* who've written to me in the past about this game needn't be lost any more. I may even do a freebie of this solution, though I hesitate to mention it after being swamped by requests for my last offer of a *Rigel's Revenge* mini-freebie.

Some help on *Blizzard Pass* to be going on with. Too dark to see? TI ENIMAXE DNA KCOR DNIF. Sword too hot? TI TEW. Need a plank? LLEW A DNIF. Stuck on a ledge? ERTPECS EVAW. Yeti a problem? LLEY DNA EHCNALAVA EKAM. Can't get across canyon? MIWS. There, that should keep a few people quiet for the moment, like **Peter Hanson** of Co. Durham.

A letter from adventure **June Rowe**, in which she sings the praises of Linda Wright's new game, *Cloud 99*, which unfortunately I haven't had space to review yet. It looks good, too, so if you're interested it's available from Marlin Games, 19 Briar Close, Nailsea, Bristol BS19 1QG at £2.95, for which you get a 48K version and a much expanded 128K version on the same tape. June says: "I hope you've played *Cloud 99* by now, and I also hope you enjoyed it as much as I did. Did you solve the cockerel problem? I thought that was lovely! Also, Jack Lockerby is about to release another delightful game called *The Enchanted Cottage*. At the moment I'm trying to solve *Demon From The Darkside*, so do you happen to know how to get past the demon guarding the cave at the end of the tunnel?" The answer to that one is HCROT ENIHS. The name gives a clue, if you remember that it's a Shadow Demon.

Roy Lake of Dagenham is having problems with *Jack The Ripper*, which I gather has now been withdrawn by CRL while they correct the bug in Part 3. Roy's trouble lies in the first part, though: how to get out of the apartment with the pictures? Now I shall say zis only once, but I shall say it forwards, so kindly avert your gaze if you don't want to read it, my little pumpkins. If you move 'The Exaltation of Lucifer' you'll find a

safe, then examine the fireplace to find the dolls and examine the dolls closely. Then you get the French doll and behead it...and take it from there. Roy also asks about *Play It Again, Sam*: "How do I get into the apartment after entering the lift?" The answer: ROOD YMMEJ. "How do you get out of the house in *Frankenstein*?" TIAW DNA NWOD TIS. "How do you get out of the desert in *Rigel*?" SPETS ECARTER.

Chun How Tang from Birmingham, both offers some help and asks for some on *Excalibur*. To cross the chasm: ELOP ESU DNA REDDAL KAERB. The trapdoor? EXA HTIW TI HSAMS. The help needed is firstly how to deal with the ice monster (TI TA TLAS WORHT) and how to get past the rockworm (TI EDISEB NEHW PMAL THGIL).

his letter 'Yours Sinclairly (joke)'. Good job you told me, Ben, otherwise I might not have laughed! Ben asks what the pool of acid is for, where do you dig and how do you get past the crocodile in *The Golden Apple*? First drop the 'stone in the pool, then pull the plug and get what's there. The crocodile needs feeding — fishy business, that. Finally you dig: RODIRROC TFOS EHT NI. Right, the bill's in the post. Kindly settle up by the end of the month.

The Rochdale Balrog wants to settle up with me for asking if the free ferry-ride in *Golden Eggcup* was an adventure first. No, says the Balrog, as there's one in his game of 18 months ago, *An Everyday Tale Of A Seeker Of Gold*, where you just have to wake up the ferryman to take you

across the river, and you can do it as often as you like, and for now! The Balrog dares to suggest that the only reason I couldn't remember was because I didn't get that far in the game! What a cheek! Why, I got as far as... as far as... erm, next letter please.

Jan Matulewicz from Sheffield asks for help on *Snowball* and the answer to any question I'm asked about Level 9 adventures is usually to write to them for one of their clue sheets. Anyone with a legitimate copy of the game can do that, so to help discourage piracy I suggest that you do it!

Thing is stuck in the tar pit and **Jason Bees** is well and truly stuck in the *Fantastic Four* adventure till he can get him out. This is one of those very tricky problems, so though I've mentioned it before I'll mention it again, and in full detail. Start as Torch, go into the shack and get the candle, then fly to the tar pit and give the candle to Thing. Leave the pit and FLAME OFF. Then SWITCH to Thing.

Hold your breath, WAIT 15, WAIT 10 and feel around until you feel machinery, then hit the machinery. That should get you started.

Edward Farrow is 'on the verge of despair' in Brentwood, mainly because he keeps getting killed by mutated dogs. In *Rigel's Revenge*, that is, not in Brentwood. Once you've given the bone to the thin dog, just go HTUOS-HTRON.

Mike Collins from Blackpool is equally desperate and says "Please someone out there HELP!!" I think it may be too late — Mike's letter's dated March 1987, but as I only received it in May 1988 I think the date might have been slightly wrong somehow. No wonder he can't find a disguise to get out of the bedroom in *Jack The Ripper*, he



Allan Forsyth from Norwich is having trouble with *Dodgy Geezers*. Well you've come to the right person, Alan. Where is the book on sewers? TI ROF NAIRARBIL KSA. Do you need to lift the sewer cover in part one? OWT TRAP LLIT TIAW. Where can you find Soapy after he leaves the nightclub? ENO TRAP FO DNE TA YELLA NI.

Allan also offers to be a bit of a *Kind Soul* as he has solutions to *Inspector Flukeit* and *Football Frenzy*, available for 10p plus sae, and to *Knight Orc*, at 20p for part one and 30p for parts two and three combined, again plus sae. Write to 18 Newmarket Road, Cringleford, Norwich, Norfolk NR4 6UE.

Also from Norwich, **Ben Allard** signs

RES

doesn't even know what year it is! It must have been all that slap and tickle he gets when he tries to take the maid's clothes off. Naughty! Anyway, the disguise is easy enough: EVAHS TSUJ. You also need to lock the door to delay the arrival of the police, though.

David Pullin is both a GACer and a Hacker. He's using GAC to write adventures, but also programs in both Basic and machine code. He says his main problem is in coming up with original problems and ideas, but that doesn't stop him enjoying programming the games. What he wants to know is how to go about text compression in his own routines. If anyone can help, contact David at 3 Beacon Road, Shevingtonmoor, Standish, Wigan WN6 0SB.

Next in line is the **Invisible Man** from Inverness. This reader's letter had no date, name or address on it, and an Inverness postmark on the envelope, but as he thinks 'your mag is brill' I suppose I'd better help him. How do you wear the suit in *Necris Dome*? Well, try spraying it instead of wearing it, and save the wearing for the shell later on. For that you just LLEHS RAEW but you have to LLEHS ENIMAXE first. As for just telling you how to finish the game — what's the point of you buying it if I finish it for you? (That's my excuse anyway).

Matthew 'Wehttam' Conway writes yet again with his usual tips for *Lost Souls*. For James Magee in *El Dorado*, he says, you shouldn't have to kill the python, and for John Docherty in *Frankenstein*: "Don't pine for the bear at eight feet!" Hmm, some kind of cryptic clue there. Wehttam also recommends the computer-run play-by-telephone game, *Castle Mammon*. He gives it 10/10 for atmosphere, and says 'the sound effects are what really make it great.' Not to mention the phone bills, I suppose. Anyway, if you want to try it, then send an A5 size sae for your free adventurer's kit to FIST, Computerdial Ltd, PO Box 530, Kensington High St, London W8 5NP. And the person to complain to if you don't like it is Matthew Conway, 1 St George's Terrace, Station Road, Lambourn, Berks RG16 7PW.

And finally an interesting letter (unlike Conway's), from **The Adventurer Kid**, alias **Ronnie Karim** of Glasgow. Ronnie says, and I quote: "If you can answer these questions I'll eat my hat!" Right, here goes. How to get the mine in *Rigel*: concentrate on avoiding it, not getting it. Where's the thin branch to paddle the canoe in *Apache Gold*? In the place where you find the rope, just HCNARB POHC DNA PU OG. The password in *Book Of The Dead*: GNIHTEMOS. Hope the hat tastes nice. I'd recommend salt and lashings of vinegar to make it chewy. Do send us a photo of you eating it, and I'm sure the Ed will find space to print it!

NEWS

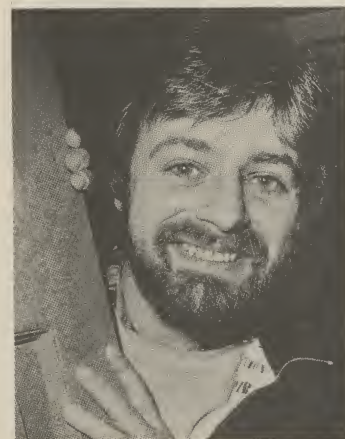
Venture forth with Mike Gerrard

● Nine for the price of one! That's what Level 9 will be able to do from now on, as it's just come up with a world first which allows it to use the same disk for three different machine versions of the same adventure. Phew! First out is *Time And Magik*, with one 3" disk containing all three parts of the game for the +3, as well as the Amstrad CPC and Amstrad PCW. Several companies have put two versions out on one disk, but only by putting one on each side, as of course the disk format is different in each case. Level 9 has cracked that problem though and side A of this clever disk will contain the program for all three machines, with special machine-specific 'drivers' and side B will bulge with compressed piccies. Those piccies mean that +3 owners are again one step ahead of other Speccy owners, whose versions of *Time And Magik* are text-only. "Producing a multi-format disk in this way is technically quite difficult," comments Pete Austin. You can say that again — which is why no-one's managed to do it before. "The Spectrum +3 version has graphics, multi-tasking, RAMSAVE and UNDO commands, plus a command-recall for editing if you type a word wrongly. If anyone buys the +3 version of *Time And Magik*, they'll also get full instructions explaining how to convert the PCW/CPC versions of some of our earlier titles, to run on the +3. Rainbird may be releasing +3 versions of *Jewels Of Darkness*, *Silicon Dreams* and *Knight Orc*, it doesn't know yet, but anyone who gets *Time And Magik* would, in any case, be able to buy the Amstrad CPC/PCW versions of those games and convert them themselves."

Gnome Ranger is also now out in a +3 version for £14.95, and I know it works because I've just run it on a PCW and a +3 to check! You can expect *Gnome Ranger II* to follow on the same lines.

● I'm always happy to give a plug and a bit of encouragement to fanzines and clubs, or at least those sensible ones with an interest in adventuring. Such a one is the **International Belfast Spectrum Club**, which would

welcome any new members in the Belfast area, or from anywhere else if you've got a Belfast connection. One existing member, **David Haggarty**, has already published a 128K adventure called *Monster*, which I thought was very promising, and given a bit more space I'd have liked to review it. Details of this game, and the club itself, are available from **George St. Clair-Gunn**, 10 Bentinck Street, Belfast 15, N. Ireland.



● I'm sure you've all read in the papers about the computer Virus that's been affecting all those poor Amiga owners — like *Phil Snout*, hem, hem. Well now it seems that there's a similar one around that only attacks Spectrum adventures. What do you mean, you don't believe me?! It's true, it's in the latest adventure from the ever-enterprising Spectrum Adventure Exchange Club. The game's called, astonishingly enough, *Virus*, and it can be yours for a mere £2.99. But that's not all, folks! With every copy of *Virus* you get an entry form for a competition that's running, in which you can win a Spectrum +3 or £200 in cash. Closing date is 21st November, so there's plenty of time to get mapping and solving, and first one out of the hat with a successful entry form wins the prize. If a +3 isn't temptation enough then everyone who buys the game gets a £2.50 voucher to use in the SAEC, and everyone who solves the game can expect a mystery prize worth £5.

Virus is a PAW'd game which guarantees no mazes and no

sudden deaths! It uses (AW's text compression to use up all but seven bytes of the micro's memory. Programmer William Young said he was tempted to put in a seven-letter word somewhere but he couldn't think of one! I've had a quick look at it (only a quick one as I'm barred from entering 'cos I've been given a crib-sheet), and it seems to be the usual well presented and well written SAEC game, starring its very own Time Lord, Dr Goo. If you haven't sampled SAEC before, this seems as good a time to start as any. It's one *Virus* I hope spreads very quickly, so get your order in to SAEC, 4 Kilmartin Lane, Carlisle, Lanarkshire ML8 5RT.



● In the May issue I mentioned that MiniMicro Software of Basingstoke was going to be releasing a few titles, among them *The Soul Hunter* and *The Forgotten Past*, both written by Trevor Whitsey and reviewed and praised in my adventure pages last year. Trevor has asked me to point out that both games are in fact, still available from him at 1 Furber Court, The Arbours, Northampton NN3 3RW, and not through MiniMicro.

● This next bit of news is pretty basic, BASIC being the name of a fanzine I mentioned a few months ago. It's proving to be very good on the adventure front, in the capable hands of John Docherty. Each issue carries about three adventure pages, including the wonderfully named 'Gargoyle's Guide To Adventuring Into The Unknown, (or Don't Get Caught In The Goblin's Dungeon With Your Trousers Down)'. The next issue of BASIC promises to include an in-depth, probing, revealing interview with... Mike Gerrard! It's sure to be fascinating stuff so make sure you get a copy from editor Kenny Jarman, The ZX Spectrum Club, 18 Polar Close, Biggleswade, Beds SG18 0EW. And if they'd told me how much it cost I'd be able to tell you, but they didn't so I can't.

JEKYLL AND HYDE

Today we announce a small sensation on the adventure pages of *Your Sinclair* — the first ever (I think) 10/10 mark, for the text of this *Jekyll And Hyde* adventure. But what else could you give it when the original's written by Robert Louis Stevenson, who's a cut above most adventure-game authors, and his words have been brilliantly adapted by Essential Myth to produce a great Gothic adventure that outdoes *Dracula*, *Frankenstein* and even *Jack The Ripper*.

I had an exclusive preview of the first part of this three-parter back in the January issue, and now that the whole game's done, it more than lives up to the high expectations I had of it — and of the type of adventures we'd see written using Gilsoft's PAW in the hands of capable programmers. First a note about the different versions. The 48K version which I played, comes in three separate parts, a password being earned at the end of each part to enable you to load in the next one. The 128K tape version will also come in three parts, each one being expanded to the full capacity of the bigger machine. The basic game will be the same but there'll be more location graphics, more examine messages, extended text, more sophisticated non-playing characters and alternative ways of solving puzzles. The +3 version will be identical, just bunged onto a disk. All come with a 16-page booklet introducing this 'Gothic Nightmare'.

The nightmare in question is that of the mild-mannered Dr Jekyll who, by the end of the first part, should have concocted a potion that turns him into the evil Mr Hyde who stalks the streets of London by night. Part two begins with your butler Poole ushering your legal friend Mr Utterson into your study — that's if you want to see him. Part of the game is in deciding which course of action to take sometimes. If you see him you'll discover that you have

decided to change your will in favour of one Edward Hyde. A glance at the last page of your diary, written on the fateful night that ended part one, refreshes your mind, "I know now my wildest suppositions are fact and I am filled with a deadly fear. Yet what can go amiss? None can pierce the impenetrable mantle of my safety — let me but escape to my laboratory and, whatever he has done, Edward Hyde will pass away like the stain of breath upon a mirror... There is but one worry on my brow — I must ensure that Hyde can benefit from my will, should the unthinkable occur."

The subsequent transformation from Jekyll into Hyde is accompanied by a transformation of the typeface too, into a Gothic font that's a bit tricky to read but seems appropriate as Hyde walks the foggy Victorian streets — through Soho and even into a gaming club where a hand of pontoon might net you a few more pounds. (And if that doesn't show you how versatile PAW is then nothing will convince you!)

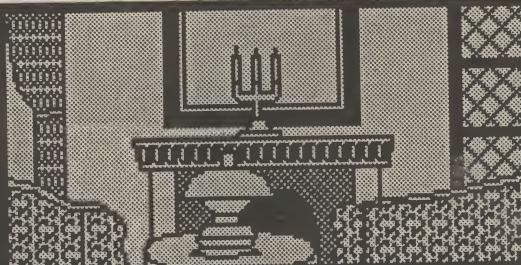
Sometimes the game can be a bit tricky to play, as it's very sequential in design and you can wind up wandering round totally lost with no alternative but to start again or load up an earlier saved game to see if there's something of significance that you missed, or if a different decision might help you progress. But when things start to go right the story really bursts into life — I reckon you ought to burst into life and buy it right now.

Graphics
Text
Value for Money
Personal Rating



FAX BOX

Title..... *Jekyll And Hyde*
Publisher..... The Essential Myth,
54 Church Street, Tewkesbury,
Gloucestershire GL20 5RZ
Price..... £7.95 (48K)
£9.95 (128K tape), £12.95 (+ 3)



heart in keeps the night at bay, and lights also the countenance of my father, whose portrait hangs above the mantel. The air of the room is however tangibly close, and almost muggy; I fear it threatens thunder.

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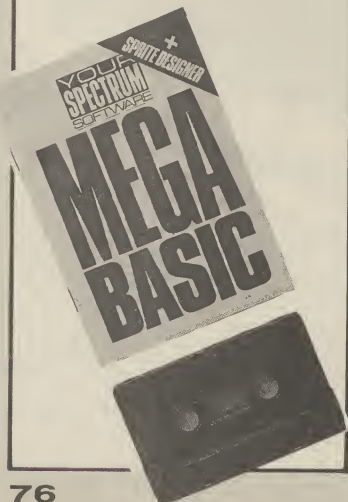
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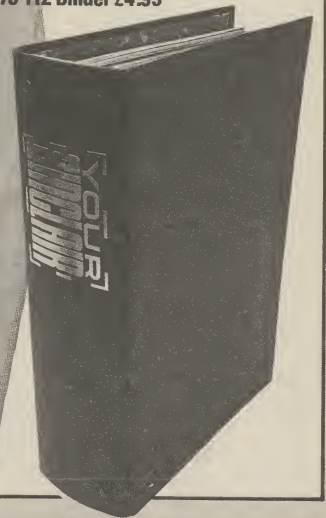


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Desolator - D2.....	5.95	Operation Wolf.....	5.15	Victory Road - D1.....	4.95
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Enduro Racer II.....	6.45	Pegasus Bridge - D4.....	9.95	World Class Leader's - D2.....	8.45
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MINDFIGHTER

The French prophet Nostradamus, way back in the 16th century, predicted that towards the end of the 20th century there would be a massive world war, beginning somewhere in the Middle East. In view of recent events between Iran and Iraq, and the fact that several of Nostradamus's prophecies appear to have been uncannily accurate, there must have been times during the writing of *Mindfighter* when author Anna Popkess, was more than a little worried!

Mindfighter began as a book, and this is included in the handsome packaging. It's 150 pages long, acts as copy protection, and unlike many 'books' that come with adventure games it's worth reading in its own right. Also in the inch-thick box you get a Players Guide, a poster — and of course the game itself, which stretches to four parts. There are both 48K and 128K versions — the smaller one loses a few graphics and the OOPS command, but it does have a RAM SAVE feature so that's not too bad. A +3 version is a possibility, but it hasn't been decided yet.

The hero of the adventure is an 11-year-old boy named Robin, with para-psychological powers. During experiments in present-day Southampton, he projects his mind forward in time to discover that the city has been devastated by a nuclear holocaust — some people might wonder how he was able to tell the difference! In fact, the programmers have taken photos and video images of parts of Southampton and digitised them to provide some of the graphics. The Spectrum graphics are terrific, among the best I've seen on the machine — they're done in black and white with amazing accuracy, especially when seen on a good monitor.

The game begins in this post-nuclear world, where Robin's existence is as real as if he were actually there, though in fact he's also reporting back on what he sees and what he does, to the scientists in Southampton. He must first survive the horrors in which he finds himself, gather as much information as he can, and, if possible, travel back to the present-day in an attempt to prevent the war from happening. One of the standard science-fiction stories, but this time mixed with thriller elements, para-psychology, political relevance — and all ideally suited to the adventure game.

The reality of a world shattered by a nuclear war has not been ignored in the text of the game. As you begin, 'Charred rubble wasteland stretched away all around Robin. Atop a mound of shattered concrete slabs, he gazed northwards across the distant blackened landscape. Behind and to the east of him he could just make out the

fallen remains of some high-rise flats.' And later on in the game, as Robin picks his way round the city to the Bargate, he comes across a man being punished for theft by one of the System Guards who are now in control — 'Knowing what the penalty for stealing was, the accused held out his shaking hand. Slowly, with a blunt knife, the guard began to saw the man's hand off . . .' You can see why Anna and collaborator Fergus McNeill decided this wasn't exactly Delta 4 material!

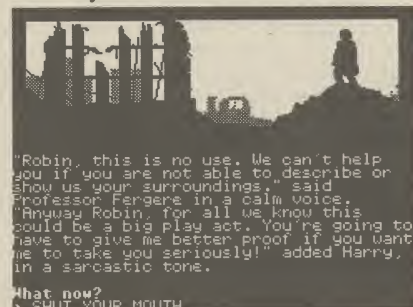
As well as more typical adventure problems, *Mindfighter* also challenges you to survive the real-life problems that you would face when trying to survive as an outcast in this fascist state. You must find shelter at night, find safe food and drink to build up your strength, and avoid the guards unless you feel strong enough to attack them. Combat fans will enjoy this part of the game, and even though I don't like fight sequences, the ones in *Mindfighter* worked well, and in fact added to the believability of the whole story.

There are many more people wandering around the game, some of them rather friendlier than the guards! Daryl is a large man in his twenties, bulky and strong but sadly he's slightly retarded. A kind act to him might reap rewards later. There's also a teenager called Robert, though I've yet to discover how friendly or otherwise he might be — he's happy to take everything I've given him so far, but I haven't got anything out of him yet! These characters go about their own business, and a big chunk of the program is given over to controlling their actions. Just like Robin, they have their own physical and emotional states, the guards have their various strengths, but much of this is invisible to the player and goes on behind the scenes in the program.

Everything has been done to make the game as playable as possible. If you just press ENTER at the prompt, you bring up a control panel of icons in the

graphic window. Use the cursor keys to flip the pointer around these and choose your options: text/graphics, printer on/off, music on/off, verbose/brief descriptions, OOPS, status, quit, SAVE to RAM/disk/tape and LOAD. A final icon returns you to the game. In no time at all you find your way round these and can switch between them and save your game in a matter of seconds.

As for that content, it seems to me to be one of the most exciting adventure releases for some time on any computer, not just the Spectrum. It's a serious thought-provoking game, which draws you into the reality of the world it tries to create so that you *do* feel like you're down there on the ground living it, not merely playing a game. I know I've raved about several Spectrum adventures lately, but I make no apologies for that as advances on 16-bit machines and in programming techniques are filtering down to benefit the adventures now available in the 8-bit market. It's a Golden Age for Spectrum adventuring, and anyone who says otherwise will be sentenced to playing with a Vic-20 for the rest of their days.



Graphics
Text
Value for Money
Personal Rating



FAX BOX

Title..... *Mindfighter*
Publisher Abstract Concepts, c/o Mediagenic/
Activision, 23 Pond St, London NW3 2PN
Price..... £14.99

EXCLUSIVE YS MINDFIGHTER COMPO

To celebrate the release of *Mindfighter*, the adventure written by Anna Popkess and programmed by Fergus McNeill, we've got a terrific compo which every adventurer will be clamouring to enter. ('Clamour-clamour-clamour' — see, they're at the door already!) Thanks to Abstract Concepts (that's Anna and Prince Fergie), and to Mediagenic/Activision, distributor of the game, we've got ten copies and twenty posters to give away. And thanks to me (who thought of it), these are not any old copies and posters, these are all signed by Anna and Fergus themselves, in their best hand-writing.

All you have to do is answer a semi-simple question, fill in the coupon, and

send your entry to the Mighty Boggling *Mindfighter* Compo, Your Sinclair, 14 Rathbone Place, London, W1P 1DE. The ten first prizes will be copies of the Spectrum version of *Mindfighter* plus a poster, and the ten runners-up will win, once they've stopped running, a poster to put on the wall and maybe even frame. The artwork by Mark Wilkinson is brilliant, and a signed version will no doubt make your friends drool with envy — just make sure they mop up the drool afterwards, that's all.

You might have to do a bit of research to answer the compo question . . . so get to it! And don't forget, your entry must reach Castle Rathbone by August 31st, or you'll most definitely be out of your *Mindfighter*.

FERGUS IS NOW ABSTRACT

When invited to have a chat with Fergus McNeill and Anna Popkess, I don't need asking twice. So off I went, to be met at Southampton, which was appropriate enough as that's the setting and the 'inspiration' for *Mindfighter*, the first adventure on their new Abstract Concepts label. Not that Southampton should be too flattered, as the game takes place in the aftermath of a nuclear war — and looking round as we drove through the city centre, I could see the resemblance.

Fergus was a bit preoccupied in the front of the car, delving into a jiffy bag he'd just collected from the Red Star office at the same time as he collected me.

"Don't mind us being excited," he said, "but these are the masters of some of the versions of the game."

Back at base in the Hampshire village of Swanmore, with tea and biccies from Fergus's mum, we loaded up the Spectrum version — another YS first, being able to look at the finished game at the same time as the programmers and before it goes off to be duplicated. And it worked, to everyone's relief. It looked excellent too, but you can read all about that in the review.

After being introduced to the company's newest recruit, Anna's brother John (and to the hamster, Baldrick), I was dragged protesting and screaming to the local pub and forced to eat and drink and talk adventure games. Oh, the sacrifices I make for you readers, I began by asking what Fergus was up to with Delta 4.

"Anna's looking at me seriously," he said. "I'm working for Abstract Concepts today and not supposed to talk about Delta 4."

"Oh go on, just a bit,"

"Well . . . alright then. Not that there's much to tell you. I've got one or two projects on the go, but I don't want to talk about them too much as I'm looking round for someone to publish them. There are a few hassles with someone, but that's all I can say."

Back on the record, I asked Fergus about various games I'd read about, like *The Smirking Horror* and *Beastenders*.

"I don't know where *Beastenders* came from. I suddenly started reading that I was going to be doing a soap-opera spoof. It was news to me! But I am doing *The Smirking Horror*, and the joint-project between Delta 4 and Level 9 is still being worked on, but more than that I can't talk about. But there will be more Delta 4 games, maybe in a few months' time."

One thing that's been keeping Fergus busy has been the new adventure-writing system, SWAN, which was programmed at AC's request by Tim Gilberts of *Quill* fame, though Fergus was also very much involved in the design of the program and in tailoring it to suit the needs of both Delta 4 and Abstract Concepts.



Meanwhile Anna was working away on the *Mindfighter* story, having discovered what adventure games are about through meeting Fergus. Before then, she and computers hadn't exactly got on very well together. In fact they still don't. She's a walking Virus, and only has to touch the keyboard of a machine that's been behaving itself, to cause it to crash instantly. At school she used to walk out of lessons where the computer was involved, till it got to the stage where one of her teachers would warn her the week beforehand if the computer was going to be used, to give Anna time to come up with a decent excuse for skipping the lesson.

This didn't stop her coming up with one of the best adventures I've seen so far this year, but you can read the review of that elsewhere this issue. What you won't be able to read anywhere else yet is news of the next few Abstract Concepts releases. These

are almost complete, with some final touches being put to the graphics. First out will be *Goodnight Cruel World*, a great title which Fergus came up with before there was even an adventure to go with it. But now there is, and this has also been written by Anna.

Goodnight Cruel World is set towards the end of the 20th century, and features a computer operator, John Schultz, whose girlfriend Val walks out of their apartment in New York's Chinatown area after a row. She vanishes, and the police suspect John. This is bad news for him as by this time New York is a police state, as it tries to clamp down on gang warfare and drug-dealing. John begins a search for Val to prove his innocence, and this leads him to uncover all kinds of crime and corruption in the Big Apple.

Despite her disastrous relationship with computers, Anna has included all kinds of hi-tech gadgetry in the next adventure.

"I've got one or two contacts," she says, "who've been able to advise me on what is likely to be available at that time. In the home you'll have hands coming out of the wall to light your cigarettes, little robots scurrying about the place, all that kind of thing. We want our games to be based in reality, rather than the fantasy world of so many adventures, and a lot of thought and research has gone into them. My favourite subject is history, and I read a lot of non-fiction generally, and having done science subjects to 'A' and 'S' level I've got quite a good knowledge of that, too."

Following soon after Anna's game will be one written and designed by her brother, John, and that'll be called *Parisian Knights*. This one deals with the adventures of a French secret service agent between the two world wars, named Monsieur Phillip Grouchy. He's the star of this spy thriller which should be out before too long — provided Fergus can drag John away from playing *Fighter Pilot* for long enough to get on with it!

Mind you, they also have to drag Fergus away from his keyboards — the musical variety, that is — where he plays away for hours on end, under the pretext that he's writing the music for the Amiga version of *Mindfighter*. Some of this has been recorded on his Amstrad home studio, and sounded pretty good from what I heard of it. Moody and haunting stuff.

I also got a glimpse of *The Smirking Horror*, so can vouch that it really does exist. Fergus is developing it on the Amstrad PCW, and showed me some of the graphics screens that he's done so far. "Yes, that is a rabbit sitting in the turret of the tank, but don't worry about it."

I didn't. Instead I prised a precious copy of *Mindfighter* out of them and went back home, eagerly looking forward to playing, for myself, what looks like one of the best adventures we're likely to see all year. And looking forward to the promised exclusive look at the next Abstract Concepts game.

The French prophet Nostradamus died in which year?

- 1) 1556
- 2) 1566
- 3) 1666



Name

Address

Postcode

Send your entry to, The *Mindfighter* Adventure Compo, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

+++PROGRAMMING+++PROGRAMMING+++ PROGRAM PITSTOP

Your name please? **David McCandless**. And your specialist subject? The contents of this month's **Program Pitstop**. Correct!



Hello, good evening and welcome to another edition of everyone's favourite programming column. This column gets better and better every month and why shouldn't it? It's simply the best. But enough of this self-appreciation and on with the show...

This month we have an

absolutely brilliant *Sprite Editor* by **Simon Owen**, and then the second instalment of our star-routine series by **Neil Hopkinson**. After that, check out the energy, tears and hair saving utility from **Tom Baker** himself. And finally, there's Star Tip numero 11 from his programmingness **Andrew Whittaker**. Good show eh?

Don't forget, folks, keep

those contributions coming. And just to show how much I appreciate them, each routine printed wins a game, and the best routine printed each month receives a cash reward of £50! Mega-wow-wows! So don't delay, mail today. The name is David McCandless and the address is Program Pitstop, *Your Sinclair*, London W1P 1DE. Be here or be squee! (*What? Ed*).

It's been ages since we had a sprite designer, and out of the lot that I've collected **Simon Owen's** really caught my eye (ouch!). Why did it catch my eye, you may ask? Because it's utterly and totally brilliant of course. For an amateur attempt, this program is distinctly professional. It's really, really, *really* good and well worth the 2682 bytes of typing.

"The Editor is a 100 percent machine code, high quality, user-friendly, graphics utility, which has many extra features to make designing and editing easy and enjoyable," says Simon and I couldn't have put it better myself, so I haven't!

Got the message? Good, on with the show...

Method

As normal, type in the endless list of hex using the Hex Loader. The code begins at 25000 and is 2688 bytes long so save it with **SAVE "editor" CODE 25000,2688**. Then just **RANDOMIZE USR 25000** to get it running.

What's What

After running, the following is shown on screen:

- the current examine address in the top left (initially 27904)
- the current sprite (actual size), in the top right
- the current mode in the bottom left (VIEWING, EDITING, SAVING, or LOADING)
- the magnified sprite in a grid (you can't miss it!)

SPRITE EDITOR

by Simon Owen

— confirmation instructions between the viewing window and the current address (in all cases, answer either "Y" or "N")

Viewing Mode

The *Editor* works in two main modes. Viewing mode is used to search through memory to locate sprites or to find a free space:

- Q — Increase by window width
- A — Decrease by window width
- O — Increase by 1
- P — Decrease by 1
- W — Increase by window size
- S — Decrease by window size
- H — Decrease by 1000
- J — Increase by 1000
- E — Enter EDIT mode
- ss — Return to Basic
- G — Toggle grid On/Off
- L — Load file (headerless)
- K — Intelligent save (saves what was last loaded)
- F/T — Window copy
- F — Move to window to be

copied

- T — Move to place to be copied
- 9/0 — Save block
- 9 — Move to first character
- 0 — Move to last character
- 1,2,3,4 — Change grid width

Editing Mode

The other mode is the mode for changing or designing your own sprites:

- Q — Cursor up
- A — Cursor down
- O — Cursor left
- P — Cursor right
- M — Set/Reset pixel
- Z — Return to VIEWING mode
- I — Invert window
- V — Flip vertical
- B — Flip horizontal
- C — Clear window
- 7 — Scroll window up
- 8 — Scroll window down

And for this superb contribution, Simon receives a cash reward and a free game of his choice.

The Code

Mammoth, but worth it if you're serious about graphic design or game programming.

```
25000:3E0B326A5C3A4B5C=540
25008:3239673ABD5C323A=609
25016:6721004011014001=283
25024:FF173600EDB02100=778
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25040:38EDB03E07D3FEAF=1178
25048:CD011621A06BCD5D=826
25056:6906647610FDCDAD=976
25064:66CDBB663EC33210=919
25072:633A2C67A71717=540
25080:17323867AFD3FE3E=934
25088:0732485C328D5C21=537
25096:976ACD5669CD6366=1059
25104:3A6366A7280406FF=731
25112:10FEDC0C65767676=942
25120:3E7FD3FFDBFEE602=1360
25128:201A3A3967324B5C=490
25136:3A3A67328D5C3A48=632
25144:50CE6380F0F0F0D3FE=888
25152:CD6BDD093EFBD3FF=1305
25160:DBFEE6042006CD7A=1072
25168:67C3F1613EBFD3FF=1355
25176:DBFEE6022006CD67=1051
25184:69C3F1613EBFD3FF=1357
25192:DBFEE604200C3A41=874
25200:67A72006CD8769C3=948
25208:F1613EBFD3FFDBFE=1530
25216:E60B200D2A2A6711=487
25224:E80319222A67CD0C=656
25232:653EBFD3FFDBFEE6=1523
25240:10200E2A2A6711E8=498
25248:03ED52222A67CD0C=718
25256:653EBFD3FFDBFEE6=1585
25264:0820203E1032DA62=516
25272:21C76ACD56692A2A=818
25280:67223467CDA0693E=824
25288:20D721E16ACD5669=1007
25296:C3F1613EBFD3FFDB=1531
25304:FEE6FF204B21D46A=1197
25312:CD56692A2A672236=671
25320:67CDA0693E20D73E=944
25328:21321063210B6BCD=554
25336:56693EFF32DA623A=932
25344:085CFE592807FE4E=822
25352:CAE6611BF20DF966=1351
25360:C3F161CD5D6A2A34=1031
25368:67ED5B36673A3867=805
25376:4F0600EDB0C3E961=1023
25384:3EFD33FFDBFEE601=1483
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25400:2A2A6709222A67CD=580
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25416:E60120113A2C674F=564
25424:06002A2A67ED4222=530
```



```

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25440:FFDBFEE61020243A=1100
25448:A366EEA32A36CD=1197
25456:63663AA366EEA32=986
25464:A3663A6366EED932=1013
25472:6366CD6366CD050A=1011
25480:CD856A3EF7D3FFDB=1438
25488:FEE60120123A2C67=740
25496:FE01280B3E01322D=463
25504:67CD8B66C3F1613E=1192
25512:F7D3FFDBFEE60220=1450
25520:123A2C67FE02280B=530
25528:3E02322C67CDBB66=755
25536:CF3F1613EF7D3FFDB=1527
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25592:C3F1613EEF7D3FFDB=1519
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25608:67C5ED433F673E01=833
25616:96306421F66ACD56=874
25624:6921C74ACD5669C1=1032
25632:CD2820CDE32D20=864
25640:DF3EEFD3FFDBFEE6=1685
25648:FF206A2A673A3B=694
25656:674F060009ED5B3F=588
25664:67ED52300ACDF966=1036
25672:3EFF323064184321=639
25680:D46ACD56692A2A67=901
25688:3A3B674F06000922=345
25696:3D67E5C1CD2B20CD=1084
25704:E32D3E20B721086B=732
25712:CD56693A0B5CFE59=897
25720:2806FE4E2B14BF3=705
25728:2A3F67E5ED5B3D67=929
25736:DD1E1EBD52E5D1CD=1643
25744:9569CDF966CD050A=1214
25752:3EFF3230643EDF03=1011
25760:FFDBFEE60220113A=1067
25768:2C67FE01280A2A2A=536
25776:672B222A67CD0C65=643
25784:3EFD3FFDBFEE601=1455
25792:20113A2C67FE0128=549
25800:0A2A2A6723222A67=411
25808:CD0C653EF8D3FFDB=1316
25816:FEE60220102A2A67=721
25824:3A3B674F06000922=345
25832:2A67CD0C653EFDD3=989
25840:FFDBFEE602C21D62=1281
25848:2A2A673A3B674F06=489
25856:00ED4222A67CD0C=699
25864:65C31D622A2A673A=668
25872:3B673D5F1600191=379
25880:005BED52300B2100=499
25888:6D222A6718182A2A=420
25896:6711006DE52300E=610
25904:2101003A3B670600=257
25912:4FED4222A673A2C=663
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25936:5B2A6705D521805B=911
25944:061005E5212C6746=698
25952:E1C5060B1AA71730=700
25960:050E7F7118030E07=307
25968:712310F113C110E9=866
25976:ED4B2D6709C110DA=896
25984:D10EDB06A705D5CD=1227
25992:AA22D1EB3A2C67ED=1090

```

```

26000:A03D20FBEB01053E=999
26008:97B82B0218E73E02=696
26016:CD011621C05ACD55=833
26024:6A21805ACD556A21=786
26032:8057CD4D6A21C050=908
26040:CD4D6A212C6BCD56=863
26048:6921405B0607367F=484
26056:6210FBC1CD2B20CD=993
26064:E32D214747233B58=628
26072:225B58223D58225=523
26080:5B21D56BCD566921=870
26088:796BCD566921EF68=1003
26096:11594006087E1223=363
26104:1410FA01D6A9CDE5=1104
26112:223A3B671FC6304F=562
26120:0600110101C5D5CD=640
26128:BA24215827D90100=600
26136:131101FFCDBA2401=720
26144:DA9D9D1C11EFFCD=1496
26152:BA24215827D90100=600
26160:13110101CDBA2421=498
26168:5827D901400011FF=681
26176:01D5C5CD8A242158=959
26184:27D90100131101FF=549
26192:CD8A24215827D9C1=797
26200:D11E01CDBA242158=998
26208:27D9C9002A7B5C5E=943
26216:21F76B277B5C3A2C=738
26224:67A717171322F67=539
26232:0E00068FC5CDA22=769
26240:CD9266C178D60847=1059
26248:3E0FB820E1E1227B=914
26256:5CC9ED5B7B5C1825=900
26264:0608D51324E53A2F=600
26272:67471A00772310FF=620
26280:E1C110EEC9210040=970
26288:11014001FF1A3600=418
26296:EDB0C901008FC5CD=1160
26304:AA22E5D113011F00=697
26312:3600EDB0C10578FE=1039
26320:0F20E801DAA9C5CD=1072
26328:AA22E5D113010400=666
26336:3600EDB0C10578FE=1039
26344:9520EB21B05B0100=666
26352:02E5D1360713EDB0=933
26360:C90138AFC5CDA22=1039
26368:E5D113360001A000=522
26376:EDB0C10578FE8F20=1160
26384:EB2107583E04E5E5=887
26392:D1133600010A00ED=530
26400:B0E1012000093D20=536
26408:EDC9006D02100010=581
26416:0000010000000000=0
26424:0000000000000000=0
26432:00FFE5ED5B2A6721=990
26440:805B0610C5E5212C=741
26448:6746E1C5060BAFF5=1029
26456:7EE67FFE7F2006F1=1143
26464:A737171803FA717=703
26472:2310EC1213C110E3=760
26480:ED4B2D6709C110DA=890
26488:E1C921AF6ACD5669=1136
26496:AF323067AF323167=753
26504:3A31674F26002929=441
26512:29292911805B193A=439
26520:30675F1600197E5F=664
26528:E6C7EE2077060576=947
26536:10FDF1773CDFD3FF=1380
26544:DBFEE60120163A70=864
26552:673CF5A2C67A717=803
26560:171747F1B8200205=581

```

```

26568:783230673EDFD3FF=1072
26576:DBFEE602200C3A30=855
26584:673DFFEFF2001AF32=931
26592:30673EFBD3FFDBFE=1403
26600:E0601200C3A31673D=546
26608:FEFF2001AF323167=919
26616:3EFD3D3FFDBFEE601=1485
26624:200D3A31673CFE10=585
26632:20023E0F3231673E=375
26640:7FD3FFDBFEE60120=1329
26648:DD7EE7877CD4267=990
26656:0D0C65CD53693E7F=900
26664:D3FFDBFEE604200D=1218
26672:7EE7877CD4267CD=1182
26680:0C65CD53693EDF3=1002
26688:FFDBFEE6042018E5=1247
26696:E05B2A673A3B676F=801
26704:26001A2F12132B7C=315
26712:B520F7CD0C65E13E=1065
26720:FEFD3FFDBFEE60820=1463
26728:3521FF6BCD566921=877
26736:086BCD56693A085C=672
26744:FE592806FE4E2B18=788
26752:18F3E52A2A67545D=860
26760:133A3B674F060036=375
26768:000EDB0CDD0C65CD=949
26776:5D6AE1CDF9663EFE=1296
26784:D3FFDBFEE6102008=1225
26792:E5CDE769CD0C65E1=1313
26800:3E7FD3FFDBFEE610=1374
26808:2008E5CD246ACD0C=833
26816:65E13EEFD3FFDBFE=1566
26824:E60820332A2A6711=525
26832:226C3A2C674F0600=432
26840:0C5C5EDB03A3B675F=1119
26848:1600C1EBED42444D=898
26856:C5E8ED5B2A67EDB0=1318
26864:11226C2A2A67C109=548
26872:EB0C1EDB0CDD0C65E=1221
26880:EF3DFFDBFEE60420=1444
26888:3EE53E102A2A67E5=785
26896:223B67F53A2C674F=725
26904:0600C511226CD5ED=812
26912:80A612E1C1C5A104=1053
26920:CB1E2310FB2B7E21=737
26928:226CAE77C1C5ED5B=1153
26936:3B67EDB0C1F1E109=1243
26944:3D20CCCD0C65F13E=902
26952:FED3FFDBFEE60208=1625
26960:3C8B67C35D6A3E02=892
26968:E5CD0116F17EFC40=1176
26976:C8E5D7E12318F621=1207
26984:616BCD5669DD2100=854
26992:6D110093EFF3721=678
27000:8469E5CD0A9692100=1026
27008:93ED5223267C921=887
27016:456BCD5669DD2100=826
27024:6D5ED5B32673EFF37=962
27032:21B469E5C3C604C9=1145
27040:4440CD2B20CDE32D=915
27048:C9140B15F33E0FD3=781
27056:FE036205F53A485C=1019
27064:E63B0F0F0FD3FE=858
27072:7FD3FFDBFEE60128=1337
27080:04AF324167FBF121=922
27088:976ACD5669C9C5A7=1218
27096:0E0060B17F5791F=448
27104:4FF110FB79C1C92A=1141
27112:2A6711226C6003A=368
27120:3B674FEDB011226C=810
27128:471ACDD669121310=674

```

```

27136:F82A2A6711226CER=829
27144:0610C53A2C674F06=509
27152:0009472B7E121310=302
27160:FA2A2C674F060009=549
27168:C110E7C92A6711=845
27176:226C3A3B674F0600=444
27184:EDB03A2C674F0600=703
27192:FE042ED5B2A673E=1073
27200:10E5C5EDB0C1E1ED=1510
27208:4230F7CDE9062036=697
27216:FF2310FBC9062036=697
27224:472310FBC92ABE38=830
27232:EEFD280A21640011=675
27240:3200CDB503C9218B=812
27248:6A5E2356237BEFF=988
27256:CB01FDFED5901FD=1289
27264:8FE05118EC060576=898
27272:10FDC9073E081001=564
27280:320C190D00FF010=626
27288:0711021301161500=89
27296:12015649557494E=485
27304:47204D4F44454010=476
27312:0711041301161500=91
27320:120145444954494E=464
27328:47204D4F44454010=476
27336:0011071601074652=206
27344:4F4D204010001107=292
27352:160207544F202020=290
27360:4010071102130116=148
27368:00075452414E5346=467
27376:4552494F47401007=460
27384:1102130116000720=100
27392:20534156494E4720=520
27400:2020401603071301=180
27408:100011074F4B203F=289
27416:202812015912002F=245
27424:120114014E120014=156
27432:0029204016010011=177
27440:0210061301414444=245
27448:5245535316020010=357
27456:0011072040161500=163
27464:1000110513011201=77
27472:534156494E47204D=565
27480:4F44451000110020=281
27488:4016150010071101=148
27496:130112014C4F4144=327
27504:494C47204D4F4445=547
27512:4016011310001106=145
27520:130156494557494E=486
27528:4716021357494E44=420
27536:4F57100711021301=228
27544:1201201100120040=150
27552:1000110713001200=77
27560:57249545445454E20=589
27568:464F522010071102=305
27576:1301120159531000=227
27584:1107130012002042=159
27592:592053494D4F4E20=543
27600:4F57454E40100711=417
27608:0213011615107F20=240
27616:313938372F382053=435
27624:2E4F57454E2E4008=477
27632:0C06FFFF0640C0BFF=809
27640:818181818181FF16=1051
27648:0107110210071301=70
27656:202020434C454152=455
27664:2020201602072020=191
27672:57494E444F572020=536
27680:0040000000000000=96
27688:0000000000000000=0
STOP

```

Yes, the routine that doesn't ruin your appetite (though it might make you feel space-sick). Here as promised last month is a four directional, 3D, interrupt driven, sit up and beg star routine, courtesy of a very able **Neil Hopkinson**. And what's more, the whole program he's sent in is self-contained, which makes my job easier and your job simpler.

Points

Ouch! They're sharp. Nope, seriously folks, here are some points I feel I must make concerning this fabbaroony routine:

1. If you've got a 128K, ask yourself why and then remember to use this program in 48K mode only.
2. Printing, clearing the screen, or making funny noises is not recommended while this program is running, unless

MILKY WAY

by Neil Hopkinson

accompanied by a responsible adult.
3. The program uses Interrupt Mode 2, so interrupts should not be disabled.

They were the warnings and now for the hi-tech, brain-blending info:

- a) The 45 stars are stored from 64376 to 64468 in the format: X co-ord, Y co-ord.
- b) The code starts at 64000 and

is 512 bytes long.

- c) To get the stars going, either use a korma curry or RANDOMIZE USR 64000.

- d) To stop the stars going, either use a bung or RANDOMIZE USR 64003.

- e) You can change the amount of stars per field (currently fifteen), by POKing 64334, number of stars. But don't put in more than 15.

Interrupts? What The —?

Again, it's time for me to adopt my machine code drone voice and tell you what interrupts are. Interrupts are specialised instructions that, when used correctly, can enable you to run two programs simultaneously. What you see is actually an illusion: the computer is just jumping between the two routines every 50th of a second, so it only seems like the two are running together. They are especially useful when used with Basic as they allow the user to run a machine code routine and type in Basic or whatever.

The Program

Here it is, and there it isn't. It's not that long considering the effect it gives. Save it with: SAVE "stars" LINE 10 and you're awayyyy!


```

10 BORDER 0: PAPER 0: INK 7: B
RIGHT 1: CLEAR 63999: GO: SUB 100
0
20 PRINT AT 0,5: INK 2: "INTERR
UPT DRIVEN STARS"
30 PRINT AT 5,0: "SAVE THE CODE
WITH SAVE "name": PRINT "COD
E 64000,512"
40 PRINT AT 9,0: "RANDOMIZE USR
64000. ENABLE STARS"
50 PRINT AT 10,0: "RANDOMIZE US
R 64003 STOP STARS"
60 PRINT AT 12,0: "POKE 60006 W
ITH A DIRECTION"
70 PRINT AT 15,15: "2": AT 17,12
: "1": AT 17,18: "3": AT 19,15: "4"
80 PRINT #0: AT 1,8: INK 4: "PRE
SS BREAK KEY"
85 RANDOMIZE USR 64000
90 PRINT AT 17,12: FLASH 1: "1"
: POKE 64006,1: PAUSE 140: PRINT
AT 17,12: "1"
92 PRINT AT 15,15: FLASH 1: "2"
: POKE 64006,2: PAUSE 140: PRINT
AT 15,15: "2"
94 PRINT AT 17,18: FLASH 1: "3"
: POKE 64006,3: PAUSE 140: PRINT
AT 17,18: "3"
96 PRINT AT 19,15: FLASH 1: "4"

```

```

: POKE 64006,4: PAUSE 135: PRINT
AT 19,15: "4"
98 GO TO 90
999 STOP
1000 REM N.HOPKINSON
1005 DEF FN h(x)=16*(CODE z$(1)
-48-17 AND z$(1)>"9")+(CODE z$(2)
-48-17 AND z$(2)>"9")
1010 LET addr=64000
1015 LET lines=32
1020 LET t=0: FOR x=1 TO lines
1025 READ a$
1030 FOR y=1 TO 16
1035 LET byte=FN h(a$)
1040 POKE addr,byte
1045 LET t=t+byte
1050 LET addr=addr+1
1055 LET a$=a$(3 TO ): NEXT y
1060 PRINT AT 0,0: addr: NEXT x
1065 IF t<>63898 THEN PRINT AT
12,9: FLASH 1: "ERROR IN DATA": B
EEP .3,0: LIST 2000: STOP
1070 RETURN
2000 DATA "C3F3AC331FB01E5D5C5F
5CD29FA3A97"
2010 DATA "FB3D3297FBCD51FA3AB6F
B3D32B6FBCC"
2020 DATA "7EFAF1C1D1E1C33B00217
9FB1D5FB01"

```

```

2030 DATA "1E00EDB03A06FACDE5FA1
178FB0D4CFB"
2040 DATA "21D5FB1179FB011E00EDB
01178FB034C"
2050 DATA "FB2198FB1D5FB011E00E
DB03A06FACD"
2060 DATA "E5FA1197FBCD4CFB21D5F
B1198FB011E"
2070 DATA "00EDB01197FB3E023297F
BC34CFB21B7"
2080 DATA "FB11D5FB011E00EDB03A0
6FACDE5FA11"
2090 DATA "B6FBCD4CFB21D5FB11B7F
B011E00EDB0"
2100 DATA "11B6FB3E0332B6FBC34CF
B21D5FB060F"
2110 DATA "35232310FBC921D5FB060
F34232310FB"
2120 DATA "C921D5FB060F23357E7EF
F200236AF23"
2130 DATA "10F4C921D5FB060F23347
EFEF0200236"
2140 DATA "002310F4C9FE0128C2FE0
228E6FE032B"
2150 DATA "C518CEFF33E023297FB3C3
2B6FB1178FB"
2160 DATA "CD4CFB1197FBCD4CFB11B
6FBCD4CFB21"
2170 DATA "01FE060036FF2310FB3E1

```

```

832FFFF3E03"
2180 DATA "2107FA32F4FF22F5FF3EF
EED47ED5EFB"
2190 DATA "C9F31178FB0D4CFB1197F
BCD4CFB11B6"
2200 DATA "FB0D4CFB3E3AED47ED56F
BC913060FC5"
2210 DATA "1A4F131A47133EAF90CDB
02247043EFE"
2220 DATA "0F10FD477EFD4E57CB412
B01A0CB5120"
2230 DATA "02A82777C110DBC901D17
B86BBD4045E"
2240 DATA "1EFA3514419A55805B066
43A6E9066F6"
2250 DATA "9CC0603E76E98402B85B7
26AE57E9CBB"
2260 DATA "6798B0ADE912332B7D35A
B407255E5A0"
2270 DATA "D96072377F4E01AF04BD0
C451D5727BB"
2280 DATA "301753A5C53674575598
1388C5792CD"
2290 DATA "A9213C736DB85B726AE57
E90B8679880"
2300 DATA "ADE912332B7D35AB40725
5E5A0D96072"
2310 DATA "377FAE0000000000000000
000000000000"

```



Huraayyyy! Yet another Star Tip for you to drool over this month. Number eleven too. I wonder if we'll get into the twenties by the end of the year. Who knows? I certainly don't. This Star Tip is by **Andrew Whittaker** and it's a simple, but essential print routine.

Andrew

Until Christmas, Andrew was a member of the highly skilled and prolific Graftgold programming team at Firebird. He helped in the coding of such fruit-cakes as *Flying Shark* and *Magnetron*. He's currently working freelance (I love that word), on arcade titles. Thanks billions Andrew and keep them coming whenever you feel the urge.

Method

This is the first source code listing we've had for yonks, mainly because it's undocumented ones that I receive all the time. To use it you must use an assembler (any one will do), and then save the source off to tape.

Printing

The character print routine in the ROM (rst 10), is notoriously slow, so this routine replaces that snail of a program, at the expense of error-handling and control code-handling. To print a character you must load the accumulator with the ASCII code of the character and then call the print routine.

```
LD A, "B"
CALL PRINT
```

A SIMPLE MACHINE CODE PRINT ROUTINE, IF YOU KNOW WHAT I MEAN (HARRY)

STAR TIP

by Andrew Whittaker

This'll print a "B" on the screen. To specify PRINT AT co-ordinates, you must use the code 22, followed by a row and a column value. So to print the letter "B" at screen co-ords 7,10 use:

```
LD A,22
CALL PRINT
LD A,7
CALL PRINT
LD A,10
CALL PRINT
LD A,"B"
CALL PRINT
```

Alternatively a direct screen address can be passed to the routine by using:

```
LD HL,screen addr
LD (XYPOS), HL
```

There's also a string print routine which prints the string pointed to by HL, and with the byte 255 as an end marker:

```
LD HL,MESSAGE
CALL STRPRINT
RET
MESSAGE DEFM 22,11,6, "Your Sinclair", 255
```

This is the equivalent to PRINT AT 11,6; "Your Sinclair" in Basic. So there you are.

Source Code Listing

```

10 : text print handler
: written by Andrew Whittaker
: input:- character code in A
: output:- chr to screen
: print pos advanced
: alternate registers corrupted
20 PRINT:EXX
LD L,A
: test for x-y update
30 LD A,(PFLAG)
AND A
JR NZ,CONTROL
LD A,L
: test for chr$ 22
CP 22
JR Z,GETXY
: find char definition

```

```

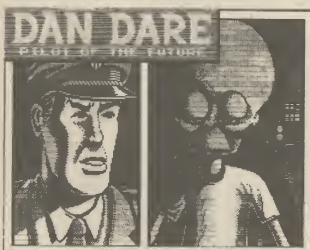
40 LD H,0
ADD HL,HL
ADD HL,HL
ADD HL,HL
LD DE,(FONT)
ADD HL,DE
LD DE,(XYPOS)
: print the character
LD B,8
PRLOOP: LD A,(HL)
LD (DE),A
INC D
INC HL
DJNZ PRLOOP
: increment the print position
DEC D
LD A,D
RRCA
RRCA
RRCA
LD D,A
INC DE
LD A,D
ADD A
ADD A
ADD A
LD D,A
LD (XYPOS),DE
: exit to calling routine
EXX
RET
: signal next two bytes are
: x-y coordinates
50 GETXY:LD A,2
LD (PFLAG),A
EXX
RET
: update row and column (x+y)
CONTROL: DEC A
LD (PFLAG),A
JR Z,COL
: get new row value
GETROW: LD A,L
AND %11000
OR %1000000
LD H,A
LD A,L
AND %111
RRCA
RRCA
RRCA
LD L,A
LD (XYPOS),HL
EXX
RET
: get new column value
COL :LD A,(XYPOS)
AND %11100000
OR L
LD (XYPOS),A
EXX
RET
: variables
60 PFLAG:DEFB 0
FONT:DEFW %3C00
XYPOS:DEFW 16384
70 :
:
:
80 : PRINT A STRING
: entry:- addr of string in HL
: terminated by a FF byte
: exit:- string printed to screen
: accepts xy pos via chr$ 22,x,y
: corrupts HL,A,ALTERNATE SET
90 STRPRINT: LD A,(HL)
CP 255
RET Z:255=TERM CHAR
CALL PRINT
INC HL
JR STRPRINT

```


There comes a time in every young man's life when his thoughts turn to a certain subject. Look, I don't mean taking a swan dive down the front of Vixen's leopard skins! I'm talking about printers. Yes, printers, those little dot matrix jobbies that go prrrrrt prrrrrt prrrrrt and spit out prints of your screens or word processing documents. You have no doubt been thinking about getting one of these items for a while, since that old ZX printer of yours choked out its last shred of aluminium foil and died. But before you shed your wedge for a normal printer, let me draw your attention to a phenomenon which might have escaped your notice, that of colour printers. Yes, really. And it just so happens that two such devices have appeared on my desk. The phenomena of colour printers is a relatively new one, due to the problem of how do you actually get a ribbon which will print boldly and clearly enough not to look muddy when you mix colours? As the technology to make printers has become cheaper, we are now faced with two colour printers which you can buy for about £200. Which is why you and I can afford to be interested, now. So what are the benefits of these exotic and colourful things, and what will it cost you to use one?

STAR LC-10

Star Micronics has been building a bit of a reputation in the last year for producing in-tech, state of the art printers. Its speciality is making compact near letter quality jobs with smooth, *Star Trek* cases, and all the buttons you need to change styles and stuff on the front panel. The LC-10 is the first of its line to have colour capability, having as it does a nifty four colour ribbon with the colours black, cyan, magenta and yellow all running parallel along the ribbon. The ribbon is continuous, which means that when you get to the end of the ribbon it starts again. The drag about this is that you only know when you're running out of ink when the print gets so faint you can't read it.



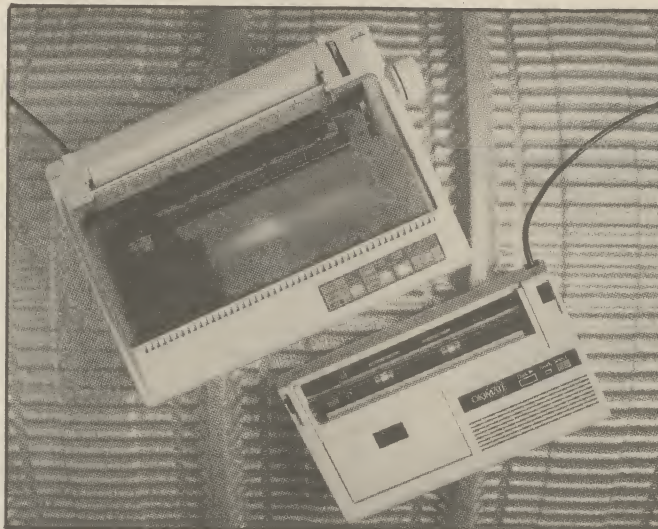
is is a test of the STAR NL
is is a test of the STAR NL
is is a test of the STAR NL
is is a test of the STAR NL
IS IS A TEST OF THE STAR NL

The printer itself is very compact, being about 15" x 11" x 4", which presents a very slim line on the old desk. The colour ribbon snaps into the head very easily and can be changed with very little in the way of tools. The little paper hatch on the back of the thing, is sculptured to the case, but just a tiny tweak on the appropriate flange and it'll pop open revealing the innards. The tractors which feed the paper in are oddly placed underneath the back of the roller. This is to facilitate 'paper parking'. This means that you can print on tractor feed paper, park it,

HARDWARE

RAGE HARD!

This month, Phil South blips the lid off a pair of fancy colour printers for the Spectrum, and asks "Is this the end of black and white printing as we know it?"



print on a single sheet, then re-thread the tractor paper, all automatically without touching the tractors or unrolling the paper. All the moving knobs and buttons are very positive and do the job with style. The control panel activates all the functions, and all the membrane buttons bleep, so you know that you've made contact.

The printer I received was via that young, thrusting company Miles Gordon Technology, the firm that brought you the Plus D and DisCiple disk interfaces. MGT is considering the benefits of marketing the device, but as it's still shopping around, I suggest you don't bell them up to buy one. (Check the ads in a mag like *Computer Shopper*, plug, plug, for the best price and from whom you ought to buy it.) The reason I'm telling you this, besides getting in a plug for my favourite mag, is that along with the printer, Bruce Gordon also enclosed a disk with a special screen dumping program for doing colour screen dumps. This used the +D's printer interface and worked really well. But screendumps take a lot out of a ribbon and very soon the colours were looking a bit muddy, on account of a lot of white from the paper. But nevertheless, the actual quality of the individual pixels was very good, and

there's a reason for this. The LC-10 is a very hi-res printer, and being a 9 pin job, it produces very sharp printouts.

This brings me to the quality of its print. The text is nothing less than superb, and as well as having no less than *forty two* different text modes, including three different NLQ fonts plus italic, condensed, elite and pica spacing, it also has the mega-sophisticated proportional spacing. (Yes, the combinations of those add up to *forty two!* Ed) And this is, in the end, where the LC-10 wins out over the Okimate 20. The quality of the print, especially with text is much clearer and better, and mechanically it looks more reliable and workmanlike. For sophisticated business and technical presentation, it's the best you'll get under £500. But if you want something more creative and graphically orientated, then the slightly blurred but bolder print of the Oki wins out.

OKIMATE 20

The Okimate 20 is an entirely different animal. It's what you'd call a thermal transfer printer, which means that instead of striking its impression on the paper through an inky ribbon with tiny pins, like the Star LC-10, it

uses a plate with a matrix of hot spots on the face, to melt the waxy ink from a celluloid tape onto special paper. The paper isn't *that* special, 'cos you can use ordinary paper, if you want. But it likes slightly smoother paper than normal, so you'd best use the stuff they provide, if you want a really good quality print. You can even use NO ribbon, if you shove some thermal paper into it!

The printer is much smaller, with a much tackier feel to it. It might be small in size, 13" x 7.5" x 2.36", but it is quite heavy, weighing almost two thirds as much as the LC-10. All the things like the paper grips and hatches have been kept to a minimum, with as many parts being dual purpose and the only method of actually getting inside it being with the aid of a screwdriver. There is an interface stuck in the side, into which you prod the lead from your Speccy. You can change these from parallel to serial, depending on whether you're using a Kempston interface or the RS232 port from the Interface 1. (It's a good idea to state which of these you want when you buy.) The paper guides and tractors are just clips, and there isn't much in the way of the usual bail (the thing which holds the paper flat against the roller, for your info), just a couple of little rollers on the edge of the paper cutter.

As for print quality, the Oki loses out by being thermal transfer, making the output darker than the Star, but more blobby. The waxy ink gives it stronger blacks and more saturated colours, but at the expense of definition. It compensates for this by having 24 'pins'. And it has to be said it does give the better colour screendumps of the two printers.

I did have a problem on the printer I reviewed, which I think stemmed from the ribbon. If you check out the comparative screendump, you'll see the paper showing through the print in a bit line down the middle. At first I thought it was a greasy smudge on the paper, but I turned a piece of paper around and it still happened in the same place, so it must have been a dodgy ribbon. But the print around the aberration was excellently solid. I'm sure that with a functional ribbon, the result would have been first class. Text quality is another thing. The way the print is made, is almost exactly the same as those Canon Typewriter or Brother typewriters, if perhaps a little chunkier. But you can generate listings of your programs, and write letters with good results.



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Generally speaking it's a better move to use the Oki if your speciality is graphics. And if you're a bit pushed for space on your worktop, it's an excellent option. It may look a bit cheap, but it's got a heart of gold... and blue, and red... and purple...

Features	LC-10	Oki 20
Pins	9	24
Speed (NLQ)	36 cps	40 cps
Speed (draft)	144 cps	80 cps
Printer type	Impact Dot Matrix	Thermal Dot Matrix
Size (in inches)	15 x 11 x 4	13 x 7.5 x 2.36
Weight	4.7kg	2.8kg
Ribbon price (approx)	4.00	8.00
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■ I own a 48K/DisCiple/CS 400, do you? Write now to swop software on disk. Do have **California Games**, **Out Run**, **Rastan** on disk. Also tape, 750 titles. Hints, tips, POKEs. Answer guaranteed. Write today. Leif Kvernhusvik, Skyttaveien 51, 1481 Hagan, Norway.

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■ I will swop **Driller** for **Magnificent 7**. Must be in good condition. Write to Mark Green, 45 Sochi Court, Edinburgh Place, Cheltenham GL51 7RR. **Driller** has no mapping model I'm afraid.

HARDWARE



■ Dragon 32K colour computer, all leads and manuals, some books, games and cartridges, perfect condition £30. Write to Stuart, 119 Heol Tyn-y-Fron, Penparcau, Aberystwyth, Dyfed SY23 3YA.

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Rain stopped play? Peruse the pages of Input/Output and find a friend, pick up a bargain, or swop some software instead.

■ Spectrum+2 plus £1,100 of software, three joysticks, RAM turbo and books. £450 ono, all in good condition. Phone (0602) 813971 after 4.30pm and ask for David.

■ ZX Alphacom 32 printer in good working condition. £20 in box. Phone (0935) 25001 after 6pm ask for Chris.

■ Spectravideo joystick lightpen, c/w, software and instructions free, split personality cassette, 50 TS, megabasic, £25 complete set. Phone (0642) 311085, ask for Dean.

■ Spectrum+3 with multiface 3, Kempston mouse, two Quickshot joysticks and tape recorder, further Basic books and machine code books, over 30 mags, 13 disks and over £850 of software, all for £700 ono. Phone Frome (0373) 64867, ask for Brendan Neale.

■ ZX printer with instructions and paper. £15 ono. DK'tronics programmable joystick interface, complete with software and instructions, £10. Phone (0597) 810243 ask for Chris.

■ For Spectrum 48K, Protek joystick and interface, DK'tronics light pen, interface and program, mechanical joystick. Still boxed with instructions. Sell for £35 or split. Phone after 6pm (0722) 26144.

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■ Spectrum 128 computer, includes two joysticks, interface, books and magazines and over £300 worth of software. Many new titles. £140 ono. Phone (0295) 4039.

■ 48K Speccy, multiface, Kempston 3 joystick port with rom slot, interface 1, two drives, 8 blank cartridges plus 12 original games, for £100 ono. Phone Alderton 585, ask for David after 6pm.

■ Spectrum+2 joystick, lots of software, extended guarantee to October, £90. Phone (041) 959 6125.

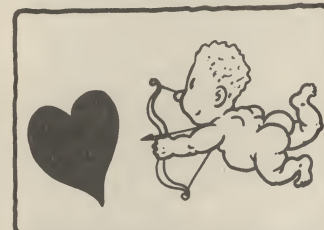
■ Spectrum+, full DisCiple interface, 5Y 4" disk drive, multiface 128 with genie, Spectrum books, software, £175 ono. Phone (0708) 864263, ask for Roy.

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■ Spectrum 128K+2, joystick, plus over £550 worth of games for sale, between £300 and £400 ono. Contact John Kaye at 25a Herne Hill Road, Herne Hill, London SE24 0AX.

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■ 14 year old male seeks intelligent Edinburgh area female of approx same age, with romantic tendencies. Write to Gareth Hamer-Hodges, 2 Wester Coates Gardens, Edinburgh EH12 5LT.

■ 15 year old boy would like to meet girls in Oxfordshire. Send photo and address or phone number to I-FK-300 Jules, PO Box 19, Coventry, CV6 6ND.

■ Lonely male aged 18, seeks penpals from all over the world. Please enclose photo and write to Pearse Falvey, Old Abbey, Waterfall, Nr. Cork, Eire. All letters will be answered.

■ Hi, my name is Kevin Robertson, I'm a 14 year old boy who's in need of a girlfriend. If interested please write. All letters answered. Please include photo. 21 Eden Park, Cupar, Fife, KY15 4HS.

■ Young free and single 19 year old male Speccy+3 owner, desperately seeking Susan? Or any other female of similar age and intelligence. Ian Scott, 7 Mercury Lane, Greenock, PA16 0QH.

■ Tight fisted Scots male, 22, seeks female 18-21. Interests include sport, folk music. Please enclose photo. Rab MacFadyen, 34 Brownside Drive, Yoker, Glasgow G13 4BN.

■ Lonely male aged 15, seeks female penpal 14+. Please hurry. No need for photo. Write to Ricky Day, 5 Rathlin, Hemel Hempstead, HP3 8TP.

■ 19 year old good looking female seeks hunky male. Interests pop music and fashion. Please send photo to J. Davis, 2 Fawn Court, The Ryde, Hatfield, AL9 5DJ.

■ Friendly 13 year old female, seeks 12-15 year old male who likes to have fun. All letters answered. Photo if possible. Write to Sarah Ball, 17 Devonshire St, Accrington, BB5 1DL.

■ 19 year old gentleman seeks lonesome lady for close friendship. Age and interests unimportant. Someone local preferred. Please enclose photograph if possible. Romance and devotion guaranteed. All letters answered. Thank you. Neil Parnaby, 15 Duxfield Road, High Heaton, Newcastle upon Tyne NE7 7EQ.

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YS32



■ Have you a copy of instructions for Oceans, *Laser Genius*? Contact Graham Tanfield, 6 Vicarage Road, Southcourt, Aylesbury.

■ Wanted, multiface 128. Will pay £10 or swap for any four of *Rastan*, *Road Runner*, *Tai Pan*, *Infiltrator*, *Dan Dare*, *Exolon*, *Ramparts*. Write to Tom Gibbins, 130 Outer Circle, Taunton TA1 2BY.

■ Please could someone out there send me POKES, maps or anything to do with *Firelord* and *Roller Coaster*. S.P. Roberts, Carringtons, Morangie Road, Tain, Ross-shire IV19 1PY.

■ Do you have *Stampabout* from October issue *Your Spectrum* No. 8? I have *Abersoft Forth*. If you are interested phone (0382) 622949 after 6pm.

■ Swap *Trailblazer*, *Super Trolley*, *Hydrofool*, *Wiz*, *Shadows Of Morder*, *Plexar*, *Tir Na Nog* for any magazines in good complete condition. Offers to Richard, 5 Polventon Parc, St. Keverne, Helston, TR12 6PB.

■ Wanted urgently, Sega's *Black Belt*. Will swap for Sega's recently released *Global Defence* (SDI). Interested? Phone (031) 334 7070 and ask for Steve.

■ Wanted, Spectrum 48K, on its own. Must be cheap, will consider joystick and interface too. Contact Simon Baldwin, Shrubbery Cottage, Sandhurst, Cranbrook TN18 5NS.

■ Wanted, *Football Management* games. Will swap for *Chuckman*, *Don't Buy This* and *Don't Panic*. Also multiface 128 wanted. Will swap for seven games and Quick Shot II joystick. Phone (021) 554 1607.

■ Wanted urgently *Rastan*, *Target Renegade*, *Karnov*. Your list for mine. All letters answered. Anders Karlson, Bagghols Vagen 3, 68630 Jakobstad, Finland.

■ Wanted GAC or machine code programming for beginners. Will swap for *Fat Worm*, *Signa 7*, *Thanatos* and *Deviants*. P. Miller, 10 Landsdowne Court, Old Youghal Road, Cork, Ireland.

■ Wanted, *Football Director* and *Match Day II*. Will swap for *Summer Gold* and *Durrell Big 4*, or one for one. Originals only. Phone Phil on Heath Hayes 77233 after 5pm.

■ Wanted, *Elite*. Will swap for *Taipan* and *Future Games*. Write to Jim McCarthy, Askinch, Coolgreany, Gorey, Co. Wexford, Ireland.

■ Multiface 128. Will swap for *Aliens*, *Grand Prix Selection*, *Kentilla*, *Rasterscan*, *Footballer Of The Year* and more. Phone (0786) 832981 after 5pm and ask for Richard.

■ Wanted desperately, *Graham Gooch's Test Cricket*. Will swap *Match Day II*, *The Double*, *Football Director*. Also any other cricket game except *Howzat*. Write to Stephen Hogan, 25 Boardman Street, Eccles, Manchester M30 0FP.

■ Wanted, multiface 1, must have instructions. Will swap five latest games including *Arkanoid II*, *Rolling Thunder*, *Super Hang On*, *Northstar*, *Sideways*. Phone Nicky (0224) 326602. May change games to suit swapper.

■ Wanted, a place in a PBM soccer game. Send details to Stephen Wright, 41 Eversley Gardh Crescent, Sherburn in Elmet LS25 6DL.

■ Wanted, multiface 128, will pay up to £20 or swap any software! Phone (0375) 371029 ask for Danny.

■ Wanted, two horse racing prediction games. I will swap *Leaderboard*, *Winter Games*, *Great Escape*, for both racing games (no dubs). All originals. Susan Poole, 3 First Avenue, Bownhills WS8 6JH.

■ Wanted, *Dead Or Alive*, *Renegade* and or *Advanced Art Studio*. Will swap for *Prix* and *BMX Sims*, *Feud*, *Motos*, *Monty On Run* and *Computer Hits Two*. David Van Der Streaten, 1 Frewyn Close, St. Leonards on Sea, TN38 9RG.

■ Wanted desperately, *Sold A Million 3*, *Nemesis* and *Rock 'N' Wrestle*. Originals only. Please, if you have any of them don't hesitate to phone Brent on (0582) 608356.

■ Wanted urgently, 2000 AD 1987 and 1985 annuals. Will buy or swap my *Leaderboard*, *Pole Pos'n*, *Solid Gold*, *Avenger*, *Elevator Action*, *Supertest*, *Future Knight*, *Feud* and *Kung Fu*. Phone (0453) 47990.

■ Wanted any Texas instruments T199 games. Also wanted ZX Spectrum+ 48K. Phone (0734) 587890.

MESSAGES AND EVENTS



■ I have back numbers Nov '87 and Oct '86. The are unobtainable anywhere else. At only £4 each or £7.50 for both. A bargain! Phone (01) 840 3056 eves.

■ Would you like to get into fantasy role-play? 17-25, male/females, couples in Cardiff area. Write to Mark and Ann, 7 Kimberly Road, Penylan, Cardiff CF2 5DH.

■ Wanted two male beings, aged 13-17, write to Aimi and Kate, Hollycroft, 77 Park Hill, Tredegar, Gwen. S. Wales.

■ International Belfast Spectrum Computer Club, members across Europe. Interests across world. 48K and 128+3 Spectrums. Send sae to 10 Bentinck Street, Belfast 15.

■ Dansoft Software Exchange Club, write to me and join the free network. Write with list to P.S.E.C. 15 Cardigan Drive, W/Hall, West Mids, WV12 4SF.

■ Calling all girls between 14-17, owning Spectrum and/or Amstrad Commodore, for new user group. Write to Stephen Wallace, 15 Ashbourne Avenue, Bridlington, East Yorkshire YO16 4PE. Male users welcome as well!

■ Wow! 120 typed POKES for 48K! And 128K+2 and +2 Spectrums. Plus 900 multiface POKES for only £5.50. Send PO or cheque to J. Tough, 26 Deeside Gardens, Aberdeen, AB1 7PN.

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■ Okay who was that really nasty, horrible person who sent in that message? Dave?

■ Magazines for sale. All sorts available. Just send a stamped sae for a massive list of mags. Send to: Richard Tambling, 15 Old Lanark Road, Carluke, Carmarshire, ML8 4HW.

■ Stuck on *Shades*? Get the *Shades* guide. Hints, tips, maps, clues. Owen Reynolds, 3 Corbett Road, Penarth, South Glamorgan CF6 1QX.

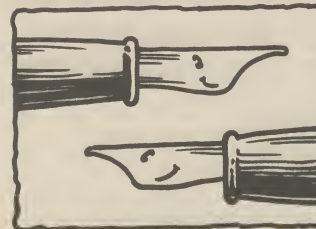
■ Spectrum Address Club is born. Send your name, list and £2 and you'll get over 30 addresses around the world! Harri Vesterinen, Kausantie 30, 15560 Nastola, Finland.

■ SSC, are you out there? If so, write to me, I'm answering your message on phantiss 2!

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■ Want to join *Football Crazy*, and win the cup? Write to Andrew Farmer, 72 Plube Street, Burnley BB11 3AW now and send 80p in money or cheque to Andrew Farmer.

PEN PALS



■ Pen pals wanted to swap games and POKES etc. Must own Speccy 128K or 48K, not +3. Write to me — Matthew Burke, 33 Brookhouse Hill, Fulwood, Sheffield S10 3TB.

■ Hungary's biggest adventure and strategy fan club desperately wants penpals from anywhere in the world. All letters answered. Write to Lázló Kiss, Mohacs Street 8/A, H-1135 Budapest, Hungary.

■ Deranged hamster would like female penpal, 16+. Interests include movies, Stallone, writing, computers. Please write with photo to Mark Dixon, 42 Sevenacres, Orton Birmbles, Peterborough PE2 0XH.

■ I would like a penpal, aged 12, anywhere in the world, who is a Speccy +2 fanatic. Gary Seivour, 5 Green Hill Road, Midsomer Norton, Bath BA3 2TE. Especially good if you are interested in chemistry.

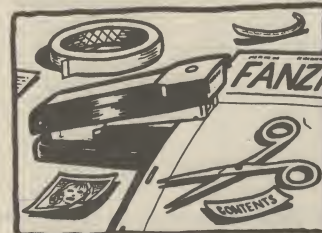
■ Lonely female, aged 14, needs good looking male around the same age who likes music and having fun. Please enclose photo if possible, all letters answered. Pauline Wilson, 34 MacNaughton Drive, Kilmarnock, KA33 7NB.

■ Yo! Well all you 13-15 year old girls. Your luck's in. Interests include computers, sailing and music and of course girls! Please write with photo to Ben Hardy, 19 Alexandra Road, Biggin Hill, Westerham, TN16 3NZ.

■ 12 year old boy desperately seeks beautiful female with Spectrum, preferably of same age. Hobbies include weight lifting. Write to Adam Charlesworth, 67 Graylands, Horsell Park, Woking, GU21 4LT.

■ 19 year old male seeks female penpals. Age 14+, please send photo. All letters answered. Write now to Joao Eduardo Matos, Rua Casa do Trabalhador, 6 Atalaia, 6040 Gaviao, Portugal.

FANZINES



■ SPECTRAXX tape magazine, for all Spectrum users! Games, reviews, tips, POKES, adventures, utilities, charts, features and much more. Send £1 to Lee Tonks, 57 Myrtle Avenue, Selby, YO8 9BG.

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■ New fanzine issue no. 1 of *Soft Spec*. Price 50p send A4 size sae to *Soft Spec*, Travellers Rest, Stratford Road, Wootton Wawen, B95 6BD.

■ *Splut!* Is the totally cool fanzine for the Speccy. Issue four out now and for only 25p and a sae. How can you afford to be without it? 32 Abbey Road, Westbury on Trym, Bristol BS9 3QW.

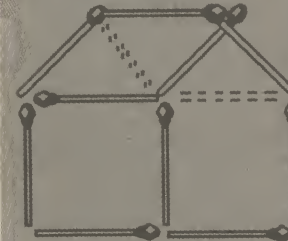
ANSWERS

LUCKY DIP

Pick a game from the box marked 'Arcade & Adventure' and whichever type of game it is, put the corresponding label on that box. Remove the incorrect Arcade & Adventure label, which must belong to one of the other two boxes. Which one? Well, the one that has not been changed yet, since all of the boxes are incorrectly labelled, remember...

HOUSIE HOUSIE

Here's how it's done...



NAMING OF THE FEW

Got it yet? No! Well, the answer is Liam (Mail backwards!), Dennis comes from Sinned, Delia from Ailed and Tessa from Asset (fnar, fnar).

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ANSWERS TO STREET LIFE SINGULAR/PLURAL PUZZLE:

singular:	plural:
1. phenomenon	PHENOMENA
2. GRAFFITO	graffiti
3. index	INDICES
4. stigma	STIGMATA
5. DATUM	data
6. OPUS	opera
7. MEDIUM	media
8. CRITERION	criteria
9. kudos	KUDOS
10. Phil South	UNTHINKABLE!

Award yourself a gold star if you got that little lot!

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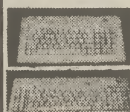
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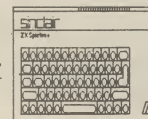
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Only Kidding

ployment. From his schooldays, Bernie has had an interest in drawing, producing detailed posters in felt pen for his own amusement. Jon needed a central character for *Batman*, so he thrust a joystick connected to a drawing utility into Bernie's hand...

"No, not like that!," Jon was tempted to cry, when Bernie started wagging the joystick furiously, scribbling random pixels onto the screen. Peering at the apparent mess on the monitor, Bernie found a bit that looked like an eye

and started chibbling pixels away, adding a few here, removing a few there and soon *Batman* was born. Bernie has continued to work on screen more like a sculptor than a draughtsman. "Pixel manipulation is very strange — things look very different on screen compared to the way they might look on paper," he explains. "If you've got a character with a head that doesn't look round, adding a couple of pixels can make the head round and make a couple of ears."

With *Batman*, *Head Over Heels* and *Matchday II* to his credit, Bernie ranks amongst the best designers of game graphics. He's still a little surprised, "It never occurred to me that I was an artist, or that I was going to be an artist — I liked drawing, but didn't have any ambitions." But then he's right, when he says, "the job I do didn't even exist until *Knightlore* came out..."

Six and a half years ago, the job that Jon Ritman does, didn't exist either. He was working as a TV repairman for Radio Rentals when it decided to do a feasibility study on the market for renting out home computers. Figuring Radio Rentals would need computer engineers if the scheme took off, Jon bought a ZX81 to find out about these machines. "I hadn't got a clue about computers, but got really involved immediately," he remembers. Staying up into the early hours every morning, John worked through the manual in a week and then went out and got a book on machine code.

"I hadn't got a clue about computers!"

Working at home, programming games is a lifestyle that suits Jon. "I put in far more hours, but I do what I want, when I want. I'm basically lazy, and avoid the hard bits for ages until I'm finally forced to get into it — for instance I was scared of splitting *Head Over Heels*... everything was working with one character but I spent two and a half months putting off the moment when I split the character into two. It took an hour..."

Sales of well over 1/4 million units must have made a significant difference to the Ritman lifestyle? Sitting in a modest terraced house in North London, a few miles from where he was brought up, Jon ponders. "It's nice not to have to worry about money," he muses. The idea of going to work nine-to-five in exchange for a sum of money every week is something he's glad to be free of. There's financial security — the house and so on, but there are no expensive jaunts to exotic places or fast and flashy cars. Sitting comfortably in his front room, dressed in track suit bottoms and a sweatshirt, is there one thing that fame and financial success have brought Jon that has made a real difference? No, not really.

Then it occurs to him. The dishwasher. "I'm really lazy when it comes to doing things around the house. Never having to wash up again... brilliant."

From Radio Rentals to dishwashers. Graeme Kidd, our resident gastronomic gossip columnist digs the dirt on Jon Ritman and Bernie Drummond, only to find the dishes sparkling clean.



spend £1 on the first room and still not get out of it."

Which is about all they will say about the arcade project. Jon might produce a Spectrum version of his coin slot game or games, but all that is very much in the future. The Spectrum is unlikely to receive any new code from Mr Ritman during 1988.

A great loss, compounded by the fact that *Starship* looks well impressive, even at the stage at which it reached before being abandoned. "The game that'll never be," Jon jokes as he loads it up. A flying saucer zooms along above a smoothly-scrolling tessellated landscape, a landscape that forms a globe and is complete with hills and mountains. The playing area is huge — flying at full pelt in one direction, you go for about 45 seconds before circling the globe. *Starship* had the makings of a great game — you were going to be able to travel across the landscape in a variety of vehicles, hunting for treasures and entering buildings to buy and sell equipment. What a shame!

Jon and Bernie have been working as a team for nearly three years now — after *Matchday I* which featured the little men from Bear Bover with their snouts cut off, Jon realised that he needed an artist to help out with the graphics. He knew that Bernie, an old friend, keen footballer and ace *Matchday* player, was enjoying a period of unem-

Pottering through the sunny streets of North London to Jon Ritman's home, I knew that Bernie Drummond, Jon's graphics collaborator, was a man of minimal appetite, a fellow who hardly eats and who was very choosy about what he munched. So there was little chance of rushing up a massive expenses claim at a gourmet restaurant on this job... As I half expected, Bernie had 'already eaten' so Jon and I tucked into fish and chips, washed down with chateau Red Stripe while Bernie enjoyed a black coffee. Then the bombshell dropped...

"Sick as a parrot, Jon, that's what Spectrum owners will be when they hear this..."

"We've just decided to stop writing for the Spectrum," Jon says. This is hot news! But why, I asked?

After completing *Matchday II*, Jon and Bernie tossed around some game ideas, decided to do a scrolling landscape game and set to work on *Starship*. They had got a fair way into it by the middle of May, when KAPOW, the dynamic duo put down their Spectrums and took up Razz boards. Rare Ltd (Ultimate, save the name), commissioned Jon and Bernie to write an arcade game.

Rare's coin slot system is based on the Razz board, a custom-designed computer built around a souped-up, turbo-charged version of the Z80. The temptation is understandable — no longer do they have to worry about every last byte when writing a game, and suddenly Bernie has a palette of hundreds, nay thousands of colours to play with. And several hundred kilobytes of memory for graphics rather than 16 or 17K. For a team like Jon and Bernie, used to working hyper-efficiently to make the most of a measly 48K, having up to half a megabyte of memory to play with opens up dramatic new possibilities.

"Sick as a parrot, Jon!"

The arcade project is still top secret — the game has been designed and work is underway, but Jon and Bernie remain tight-lipped about their new creation. It's a new way of thinking, writing arcade games. "When I design a game, it's always built around the limitations of the Spectrum. Other versions can be slightly different and take advantage of a machine's capabilities, but the Spectrum was the machine I designed for. Obviously, designing a game for the Razz board is completely different," Jon explains. And a coin slot game has to have instant appeal, tempting people to part with their ten pence, and to keep parting with their money. It's a change of direction for Jon, "The way I was moving on the Spectrum was towards games that took a long time to play, games you got a lot out of. You need a different kind of game for the arcades — with *Head Over Heels* in an arcade, you could



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Screen shot from Atari ST version



Screen shot from CBM 64/128 version

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Gary Linekers
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Screen shot from Atari ST version



Screen shot from Amstrad version

SKATECRAZY

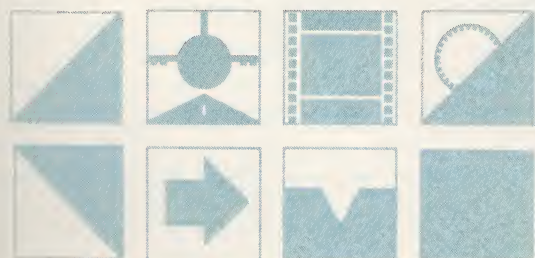


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I N S I D E

Just take a look at the games covered in *Smash Tips* over the coming months - and you ain't seen nothing yet – as new games are released we'll endeavour to give them the full *Smash Tips* treatment too!

1

2

3

4

5

6

A View To A Kill, Abu Simbel Profanation, Ace, Acrojet, Action Force, Action Reflex, Ad Astra, Agent Orange, Agent X, Airwolf II, Alien 8, Alien Highway, Aliens, Aliens U.S., Amaurote, Amazon Women, Anfractuus, Ant Attack, Antirad, Arc Of Yesod, Arc Of Yesod 128, Arkonoid, Army Moves, Astro Clone, Athena, Attack Of The Killer Tomatos, Auf Wiedersehen Monty, Avenger, Ball Crazy, Ballbreaker, Barbarian, Basil, The Great Mouse Detective, Batman, Batty, Bazooka Bill, Beamrider, Black Magic, Bobby Bearing, Bomb Jack, Bomb Jack II, Bombscare, Booty, Bosconian, Boulderdash, Bounder, Bounty Bob, Brain Ache, Bride Of Frankenstein, Bruce Lee, Bubble Bobble, Bubbler, Butch Hard Guy, Camelot Warriors, Cauldron II, Centurions, Chronos, Classic Muncher, Cobra, Commando, Conquistador, Convoy Raider, Cop-Out, Critical Mass, Crystal Castles, Curse Of Sherwood, Cyrox, Daley Thompson's Supertest, Dan Dare, Dandy, Dead Or Alive, Deathchase, Death Scape, Deathwish III, Dizzy, Double Take, Down To Earth, Dr Deconstruct, Dragon's Lair, Dragon's Lair II, Driller, Druid, Dynamite Dan II, Eidolon, Electra 9000, Elevator Action, Elite, Elite 128K, Enduro Racer, Everyone's A Wally, Exolon, Express Raider, Fairlight, Fairlight II, Fat Worm, Feud, Finders Keepers, Firelord, Flash Gordon, Football Manager, Forbidden Planet, Frank Bruno's Boxing, Freddy Hardest, Frost Byte, Full Throttle, Future Knight, Galaxians, Galletron, Galvan, Game Over, Garfield, **Part 2**, Gauntlet, Gerry The Germ, Ghost Hunters, Ghostbusters, Ghostly Grange, Ghosts 'n' Goblins, Glider Rider, Goonies, Grand Prix Simulator, Great Escape, Great Gurianos, Green Beret, Greyfell, Gryzor, Gunflight, Gyroscope, Hacker II, Hades Nebula, Hall Of Things, Head Over Heels, Heartland, Heist 2012, Helichopper, Henry's Hoard, Highlander, Highway Encounter, Hive, Howard The Duck, Hydrofool, I, Ball, Implosion, Impossaball, Indiana Jones, Infiltrator, Inspector Gadget, Into The Eagles Nest, Jack The Nipper, Jackle And Wide, Jailbreak, Jason's Gem, Jet Set Willy, Jet Set Willy II, Joe Blade, Judge Dredd, K-Ring, Kai Temple, Kat Trap, Kickboxing, Killed Until Dead, Kinetik, Kokotoni Wolf, Krakout, Lap Of The Gods, Legend Of Kage, Light Force, Little Al, Locomotion, Mag Max, Manic Miner, Marble Madness, Mario Bros, Martianoids, Masters Of The Universe, Mercenary, Mask I, Metrocross, Micronaut One, Moley Christmas, Monkey Business, Moon Cresta, Moon Strike, Motos, Mountie Mick's Death Ride, Mutants, 1942, Nebulus, Nemesis, Nemesis The Warlock, Nether Earth, Nexor, Nightmare Rally, Nightshade, **Part 3**, Ninja, Ninja Hamster, Nodes Of Yesod, Nosferatu, Oblivion, Orbix The Terrorball, Oriental Hero, On The Run, Out Run, Panzadrome, Paperboy, Parabola, Park Patrol, Pentagonagram, Phantomas, Play For Your Life, Plexar, πR^2 , Potty Pigeon, Project Future, Psi Chess, Psycho Soldier, Pud Pud, Pulsator, Pyjamarama, Pyracurse, Rambo, Rampage, Rana Rama, Rasputin, Rasputin 128K, Rastercan, Rebel, Red Leb, Renegade, Rescue, Revolution, Riptoff, Road Runner, Robin Of The Wood, Rocman, Runestone, 720° Saboteur, Saboteur II, Sam Fox's Strip Poker, Satcom, Sceptre Of Bagdad, Scooby Doo, **Part 4**, Sentinel, Shadowfire, Shaolin's Road, Shockway Rider, Short Circuit, Sky Runner, Sidewize, Sigma Seven, Sir Fred, Skool Daze, Slap Fight, Soft And Cuddly, Solomon's Key, SOS, Space Harrier, Spellbound, Spiky Harold, Spindizzy, Split Personalities, Spy Vs Spy, Stainless Steel, Star Pilot, Star Raiders II, Star Runner, Starglider, Starfox, Starion, Starquake, Stiffflip And Co., Stormbringer, Stormbringer 48K part I, Stormbringer 48K part II, Street Hawk, Strike, Strike Force Cobra, Super Cycle, Super G-Man, Super Hang On, Super Robin Hood, Sweevo's Whirled, Sweevo's World, 3DC, Tai Pan, Tantalus, Tapper, Tarantula, Tarzan, Tau Ceti, Technician Ted - The Mega Mix, Technician Ted 128, Tempest, Terminus, Terra Cresta, **Part 5**, The Big Sleaze, The Happiest Days Of Your Life, The Living Daylights, Thing Bounces Back, Three Weeks In Paradise, Throne Of Fire, Through The Trap Door, Thrust, Thrust II, Thundercats, TLL, Toadrunner, Tomb Of Syrinx, Top Gun, Trailblazer, Transmuter, Trantor, Trap, Traxx, Treasure Island, Terra Cresta, Triaxos, Triplet, Ultima Ratio, UnderWurld, Universal Hero, Uridium, Vampire, Viper 3, Voidrunner, War, Way Of The Exploding Fist, Way Of The Exploding Fist II, Way Of The Tiger, **Part 6**, Who Dares Wins II, Wizball, Wonderboy, Wulfan, Xen, Xeno, Xevious, Yabba Dabba Doo, Yogi Bear, Zenji, Zoids, Zynaps, Multi Loaders, Stop Press Games

Beginners Guide

For the pure and innocent amongst you, here's how to cheat using this guide:

Hacks

Hacks are programs which provide extra features to games, (Unless stated otherwise, the hacks in this guide are for infinite lives). To use the programs, simply type them in and run them – they'll load up your original game tape and provide the goodies, simple as that!

Some hack programs don't load up the original tape, but in these cases full instructions will be given to show you how to cheat. Other hacks are just a couple of lines which need to be MERGED into the original. When you encounter a hack like that, type the lines into your computer and then type MERGE "". This will load up the original loader and put the cheating lines within the main program.

Multiface Pokes

If you own a Multiface from Romantic Robot, these Pokes will give you the features listed with much less fuss. Just press the red button, type P for Poke, and enter the numbers shown for the particular cheat you want.

Cheats

In some cases, games already have cheat modes built-in. The Cheats sections show you what to do to take advantage of these cheats.

Hints 'n' Tips

If you don't want to be an out and out cheat, the Hints and Tips will tell you the best way to play the game, and in some cases provide the complete solution. Couldn't be easier!

KEY

- Full Price Game
- ▲ Budget Game
- 🕹 Arcade Game
- 🎮 Coin-op Conversion
- 🏠 Platform Game
- 👤 Simulation
- 🎲 Arcade Adventure Game
- 🎞 Film Licence
- 🔧 Hack
- 📧 Multiface Poke
- 👤 Cheat
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A

A View To A Kill



(Domark/August 1985) Multi-levelled arcade adventure game based around the James Bond movie.

Code for first game QRS21
Code for second game QQQQQ
Code for third game HRME2

Unfortunately, *A View To A Kill* has a major bug in the third game, but we've got the cure. Merge in the Basic in the original tradition of hackers and add these commands to line 30 before the RANDOMIZE USR command.

POKE 28032,255: POKE 28087,8: POKE 29243,8: POKE 30543,8

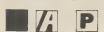
Abu Simbel Profanation



(Gremlin Graphics/October 1985) A platform game based in Egypt which used oversized sprite graphics.

Multiface Pokes	
49290,x	x = Number of lives
47684,0	Eternal madness and boiling nerves
45877,201	Transform objects
47656,0	Transform yourself

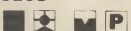
Academy



(CRL/December 1986) Much touted follow-up to Tau Ceti.

Multiface Pokes	
26458,n	n=progress report 1
26459,n	n=progress report 2
26460,n	n=progress report 3
26461,n	n=progress report 4
47754,n	n=missiles
47755,n	n=ammo
47756,n	n=flares
47757,n	n=bombs
26497,n	n=cost
24496,n	n=weight
50584,201	Infinite shields

Ace



(Cascade Games/October 1986) Complicated aircraft simulation game which aimed to be as true to real flying as possible.

This hack provides endless fuel, so there's to be no sneaking off down to the ESSO to get some freebie glasses, d'ya hear?

```
10 CLEAR 26999: LOAD ""CODE: LOAD ""CODE
30 POKE 32506,0: POKE 32507,0: POKE 32508,0: REM INFINITE FUEL
30 RANDOMIZE USR 27000
```

Multiface Pokes	
32506,0	}
32507,0	}
32508,0	}Immortality

Acrojet



(Microprose/April 1987) A real simulation of flying a plane with the added disadvantage that you're fired at by nasties from all around.

Multiface Poke	
25148,10	Infinite lives

Action Force

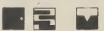


(Virgin/January 1988) Shoot 'em up that masqueraded as an exciting toy 'n' comic license.

This hack gives you infinite lives and the ability to choose the start level. Start the game tape from the beginning to load.

```
10 CLEAR 25659: LET t=0
20 FOR f=23296 TO 23331
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>105189 THEN STOP
60 POKE 23323,195: REM lives
70 POKE 23325,[start level]
80 RANDOMIZE USR 23296
90 DATA 221,33,170,254,17
100 DATA 131,2,62,255,55
110 DATA 205,86,5,48,241
120 DATA 33,24,91,34,28
130 DATA 255,195,0,255,175
140 DATA 50,93,0,62,1
150 DATA 50,174,192,195,0
160 DATA 192
```

Action Reflex



(Mirrorsoft/August 1986) Pixel-perfect jumparound with a football for a hero.

This hack replaces the loader, and if there's any of the features you don't want, just remove the lines.

```
10 CLEAR 27000: LET t=0: FOR n=50000 TO 50037: READ a: LET t=t+a: POKE n,a: NEXT n
20 IF t<>3900 THEN PRINT "DATA ERROR": STOP
30 FOR n=n TO 1e9: READ a: IF a<>999 THEN POKE n,a: NEXT n
40 PRINT "PLAY TAPE...": RANDOMIZE USR 50000
50 DATA 221,33,203,92,17,41,2,175,214,1,205,86
60 DATA 5,48,241,33,104,195,34,185,93,195,127,93,33
70 DATA 118,195,17,53,91,1,50,0,237,176,195,0,91
80 DATA 175,50,106,224: REM NO MISSILES
90 DATA 62,24,50,11,199,62,201,50,209,227: REM INFINITE TIME
100 DATA 62,30,50,82,195,175,50,42,218,50,237,221,50,223,222: REM INFINITE KEYS, LIFEBELTS, ETC.
110 DATA 195,80,195,999: REM END MARKER - DO NOT REMOVE
```

Ad Astra



(Gargoyle Games/August 1984) Huge sprites added an extra dimension to this, one of the first arcade adventure games.

Multiface Pokes	
29907,0	} Alters the
29908,0	} formation of the
29909,0	} aliens
28591,0	}
28592,0	} Gives you better
28593,0	} fire power
28793,0	} Ships that need
28794,0	} multiple hits
28795,0	} now only need one
30847,0	} One ship comes
30848,0	} across the screen
30849,0	} instead of four
35852,0	}
35853,0	}
35854,0	}Infinite lives

Agent Orange



(A'n'F/March 1987) A combination of arcade and strategy elements with Uridium-type graphics, one for the intergalactic Farmer.

All you need for infinite lives, this hack replaces the header.

```
10 LET t=0: FOR f=3e4 TO 30057
```



```

20 READ a: POKE f,a
30 LET t=t+(f-29990)*a: NEXT f
40 READ a: IF t<>a THEN STOP
50 RANDOMIZE USR 30018
60 DATA 175,50,180,144,62
70 DATA 221,50,21,206,33
80 DATA 33,0,34,22,206,33
90 DATA 195,21,206,33,48
100 DATA 117,17,0,255,1
110 DATA 20,0,237,176,221
120 DATA 33,0,206,17,0
130 DATA 1,62,255,55,205
140 DATA 86,5,48,241,62
150 DATA 195,50,21,206,33
160 DATA 0,255,34,22,206
170 DATA 49,0,0,198903

```

Agent X



(Mastertronic/March 1987) Four part shoot 'em up, with nice isometric views of the game area.

Level 1:

Stay as far back as possible and jump only when the holes come.

Level 2:

Move left, then when someone comes along, jump up and give a flying kick to kill them. Even use it when you jump over carts.

Level 3:

If your joystick has an autofire option, use it! Move your sight back to the middle between shots.

Level 4:

On this level you have to fly out to sea, pick up a bomb, plant it and fly back again. For the land part, go along at the centre of the screen. When you reach a missile, stop just before it and wait for it to explode. For the opening doors, wait till they are just wide enough to let you through and then go. Over the sea, fly as close to the bottom as possible, firing all the time. At the oil rig, change direction to turn round, and you'll fly past the rig. Land on the bomb, take it back to the beginning, land on the lab to place the bomb and return it to the rig and land.

```
10 CLEAR 24999: POKE 23607,128
```

```
20 LOAD ""SCREEN$
```

```
30 LOAD ""CODE
```

```
40 LOAD ""CODE
```

```
50 POKE 26099,0: REM lives
```

```
60 POKE 25917,0: REM time
```

```
70 RANDOMIZE USR 25e3
```

Agent X II



(Mastertronic/December 1987) Long awaited sequel to Agent X, in three parts.

Multiface Pokes

57821,0

Infinite energy
(part 1)

62499,0

Infinite energy
(part 2)

50561,0

Infinite energy
(part 3)

Load Program: The mad prof and Bytes: c of level 1, then fast forward to just past Bytes: c of level 2 (a tape counter will come in handy here) and press play, level 2 will load straight in with no password. From then on the password for level 3 is "THERE IS NO ESCAPING IT."

Ah Diddums



(Imagine/1984) Cute-on-the-outside arcade game based in the nursery. Watch out for the Teddy Bears...

Multiface Poke

24942,n

n=lives

Airwolf II



(Elite/August 1987) Sequel to the licensed simulation game, based around the TV series of high-flying fighters.

Multiface Poke

53471,0

Infinite lives

Alien 8



(Ultimate/May 1985) A real Spectrum classic. Ultimate showed the rest of the software houses how it should be done with this isometric-view robot adventure.

This program will give you infinite robot replacement packs and though it won't stop the clock, it'll give all the time in the (other) world.

```
10 LET tot=0: FOR n=50000 TO 50089:
```

```
READ a: LET tot=tot+a: POKE n,a: NEXT n
20 IF tot<>10530 THEN PRINT "ERROR IN DATA": STOP
```

```
30 PRINT AT 10,10;"INSERT TAPE":
```

```
RANDOMIZE USR 50000
```

```
100 DATA 62,255,55,17,141,5,221,33,203,
92,20,8,21,243,62,15,211,254,205,98,5,48,233,3
3,86,176,34,233,96,33,157,195,17,28,238,1,200,
0,237,176,243,237,94,33,41,236,229,33,137,97,
229,51,51,17,41,236,1,242,1,33,253,94,253,33,2
39,96,221,33,184,98,62,200,237,79,195,137,97,
62,0,50,24,202,62,201,50,172,173
110 DATA 195,0,99
```

Multiface Poke

43735,201

Indestructible
alien

Alien Highway



(Vortex/October 1985) Original and addictive arcade game based around a long straight highway full of dangerous nasties.

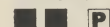
Multiface Pokes

39443,0:39142,0

35125,0

Immunity
Time

Aliens



(Electric Dreams/February 1987) Original English conversion of the Aliens film to computer software. Overshadowed by the American conversion which was brought to the UK later.

Multiface Pokes

30768,0

34484,195

}
} No capture

31014,0

Ammo

30829,0

}

30830,0

} No

30831,0

} impregnation

31834,0

Stamina

Aliens U.S.



(Electric Dreams/January 1988) Six-part arcade adventure game based very closely on Aliens the film.

1. Drop Ship Manoeuvre

You are in control of the drop ship, trying to keep in the 'pipe', the guidance circles on your head-up display. If you can't keep the pipe, the drop is aborted and you have to start again. The trick is to anticipate the twists and turns of the pipe, because it's almost impossible to react to some of the tighter bends. Make some sort of map, or just play it over and over until you know it.

2. APC Rescue

The marines are trapped inside the catwalks under the atmosphere processor. You have to guide them back to the APC, and you must do this by switching quickly between them, shooting some aliens and switching back again. When the screen flashes red get to the trooper as soon as you can, or he'll be chomped.

3. Operations Room

You are left to fend off the swarming aliens as the rest of the team cut through a door. Go for the fast moving aliens first, and just bump the slow moving ones away, or the fast moving ones will get through and kill your team.

4. Air Duct Maze

Getting to drop zone through the ducts is a

hazardous business. The aliens will follow you, so use this to your advantage and lead them where you want them and run the other way. (You'll see what I mean when you try it!) When an alien disappears, run for it, 'cos it'll pop up somewhere else almost immediately.

5. Newt Rescue

Back to the catwalk again, this time to track Newt on her locator band. Glance at the range locator, but don't stare at it. You've only got a couple of seconds to shoot the aliens who pounce on you, so stay frosty and keep your eyes glued to the catwalk.

6. The Queen

And we don't mean HRH, neither! Box the queen's ears with the loader arms to soften her up a bit, then grab her with one of the claws and hold her over the hatch. It will open and then you can drop her through it. That's it! Game over! If you've played the game all the way through without using the skip mode, you'll see the final screen.

Level 1	7324 G
Level 2	2727 H
Level 3	1506 E
Level 4	5761 H
Level 5	0640 C
Level 6	0663 F

Amaurote

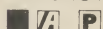


(Mastertronic/July 1987) Ultimate-style 3D view game.

As is the norm, delete the hacks you don't want, and keep the ones you do...

```
10 CLEAR 26599
20 LOAD "" SCREEN$: LOAD ""CODE
30 POKE 42506,0: REM infinite dosh
40 POKE 42456,0: REM no damage
50 POKE 38552,0: REM infinite bombs
60 POKE 42974,175: REM no district/city damage
70 POKE 46366,0: REM infinite money
80 POKE 38341,0: REM no explosions
100 POKE 46192, 0: REM bombs don't bounce
110 RANDOMIZE USR 26600
```

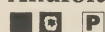
Amazon Women



(US Gold/September 1986) Scrolling 'Barbarian-type' game which has you beating up the Amazon women as you encounter them with various weapons.

Multiface Poke 57690,183 Infinite lives

Android



(Vortex/September 1983) A 3D robot bashing shoot 'em up.

Multiface Poke 52250,32 Infinite lives

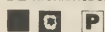
Anfractuoso



(Players/May 1987) Zappy exploring game set on the usual deserted planet.

```
10 LOAD ""CODE: LET t=0
20 FOR f=23296 TO 23310: READ a
30 POKE f,a: LET t=t+(f-23286)*a
40 NEXT f: READ a: IF t<>a THEN STOP
50 FOR f=23311 TO 1e9: READ a
60 IF a=999 THEN RANDOMIZE USR 23296
70 POKE f,a: NEXT f
80 DATA 62,255,50,203,92
90 DATA 33,14,91,34,115
100 DATA 255,195,88,255,175,34211
110 DATA 50,44,98: REM infinite time
120 DATA 50,241,123: REM infinite lives
130 DATA 50,75,124: REM infinite energy
140 DATA 50,109,124: REM infinite thrust
150 DATA 195,243,117,999: REM do not delete this line!
```

Antirad, The Sacred Armour Of



(Palace Software/January 1987) Very large sprites in this game about a futuristic caveman search for the Anti-rad suit.

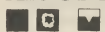
Multiface Poke 34270,0 Infinite lives

Arc Of Yesod

(Odin Graphics/May 1986) One of the first of the multi-level games which put great importance on high quality graphics and package design.

```
10 FOR N=65000 TO 1E9: READ A: IF A<>999 THEN POKE N,A: NEXT A
20 RANDOMIZE USR 65000
100 DATA 221,33,112,53,17,144,37,62,205,86,5,48,241,221,33,0,91,17,0,133,62,255,55,205,86,5,175,50,230,185,195,0,91,999
```

Arc Of Yesod 128



(Odin Graphics/May 1986) Simply the 128K version of AOY.

```
10 BORDER 0: PAPER 0: INK 0: CLS
20 LOAD ""CODE
30 POKE 20546,147: POKE 20547,80
```

```
40 FOR A=20627 TO 20644: READ N: POKE A,N: NEXT A
50 DATA 62,205,50,133,188,33,98,192,34,134,188,175,50,136,188,195,0,91
```

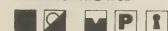
Arcadia



(Imagine/February 1983) Very early Spectrum shoot 'em up with several waves of alien invaders.

Multiface Poke 25776,0 Infinite lives

Arkanoid



(Imagine/May 1987) The all-singing, all-dancing version of the arcade game which itself was based on the original old-timer, Breakout.

The 'capsule on demand' hack. This hack will give you the ability to get the effect of any capsule you wish simply through a keypress.

Capsule	Key to press
S	Q
C	W
E	E
D	R
L	T
B	Y
P	U

Don't press one of the capsule keys if a capsule is actually falling since this tends to upset the computer, and you should never select disruption if you have more than one bolt on the screen at a time.

```
10 REM ARKANOID HACK
20 CLEAR 65535: LET C=1: LET D=23295
30 LET T=0: FOR N=1 TO 1E9: READ A: IF A>=0 AND A<256 THEN POKE D+N,A: LET T=T+N*A: NEXT N
40 IF A>0 THEN RANDOMIZE 1256+USR 23296
50 IF T+A THEN PRINT "DATA ERROR IN BLOCK ";C: STOP
60 LET C=C+1: LET D=D+N-1: GO TO 30
70 DATA 118,205,162,45,127,90,90,75,74,72,59,59
80 DATA 225,17,36,91,6,212,26,203,65,40,3,134
90 DATA 24,1,174,18,19,16,243,35,13,242,13,91
100 DATA 195,95,109,72,143,202,126,102,169,113,115,78
110 DATA 123,100,175,102,212,98,44,73,102,170,98,45
120 DATA 73,11,168,169,54,36,95,55,82,155,95,168
130 DATA 70,143,116,85,199,127,212,220,199,46,119,95
140 DATA 207,168,127,248,52,143,207,244,26,211,229,98
150 DATA 174,244,98,202,244,98,214,244,98,42,63,102
```


160 DATA 119,130,102,168,98,22,168,102,207,98,239,168
 170 DATA 115,207,244,95,182,61,146,29,169,95,161,163
 180 DATA 146,28,169,25,98,223,169,117,113,169,-11334855
 190 DATA 95,9,61,143,52,169,211,69,52,0,127,243: REM CAPSULE KEYS
 200 DATA 52,211,228,124,243,102,157,189,166,153,158,137
 210 DATA 140,44,126,52,137,92,130,128,124,154,102,201
 220 DATA 189,166,153,158,137,140,100,126,42,137,123,100
 230 DATA 168,28,166,129,92,56,148,149,102,169,98,65
 240 DATA 244,98,68,244,124,135,161,16,102,189,189
 250 DATA 166,153,158,137,148,177,102,119,98,213,173,115
 260 DATA 100,173,102,138,98,213,173,117,247,0,-599461
 270 DATA 102,95,98,181,178,-2200: REM NO START MESSAGE
 280 DATA 25,98,222,181,-1611: REM INFINITE LIVES
 290 DATA 117,52,180,999: REM END MARKER

Multiface Poke
 33702,0 Infinite lives

Get a high score (more than 25000), then enter your name as PBRAIN (no spaces). When you press any key to play a game you will be asked to 'press Space to cheat'. Waiting a few seconds starts you from the beginning, pressing Space returns you to the last screen you visited.

Arkanoid: Revenge Of Doh

■ ■ ■ ■
 (Imagine/April 1988) The greatly improved and enhanced sequel to Arkanoid.

Do exactly the same in the high score table as for Arkanoid, but use the name MAAAAH.

Army Moves

■ ■ ■ ■ ■
 (Imagine/July 1987) First of the Dinamic shoot 'em up and blast 'em games. Extremely, severely, amazingly, savagely, difficult - get the message?

The code for level five is 27351 - and now for the next please...

Multiface Pokes
 54597,0 Infinite lives,
 part 1
 53772,0 Infinite lives,
 part 2

Astro Clone

■ ■ ■
 (Hewson/December 1985) Take control of the Space Station in this follow up to Dragontorc and Seiddab Trilogy.

This Hack will give you 255 clones and make all the screens Asteroids. Take out the lines you don't want, but don't omit the end marker!

10 CLEAR 25000: LET T=0
 20 LOAD "" CODE 16384
 30 POKE 23352,34: POKE 23353,0: POKE 23354,94
 40 FOR I=23357 TO 23393
 50 READ A: LET T=T+A: POKE I,A: NEXT I
 60 DATA 62,62,50,240,217,62,5,50,241,217,62,255,50,242,217,62,255, 50,201,0: REM 255 CLONES
 70 DATA 33,80,211,17,81,211,1,11,0,54,20,237,176: REM ALL SCREENS ASTEROIDS
 80 DATA 42,0,94,233: REM END MARKER
 90 IF T<>4030 THEN PRINT "CHECKSUM ERROR": STOP
 100 RANDOMIZE USR 23296

Athena

■ ■ ■ ■ ■
 (Imagine/October 1987) Cracking conversion of the coin-op classic from SNK - action takes place in a fantasy scrolling landscape.

10 CLEAR 49151
 20 LET T=0: LET W=0
 30 FOR L=47872 TO 48019
 40 READ A: POKE L,A: LET T=T+A*W: LET W=W+1
 50 NEXT L
 60 IF T<>1243247 THEN PRINT "CHECKSUM ERROR, TRY AGAIN": STOP
 70 PRINT AT 10,2;"Play ATHENA tape from start"
 80 LOAD "" CODE
 90 RANDOMIZE USR 47872
 100 DATA 221,33,129,187,6,6,197,221,110,0,221,102
 110 DATA 1,221,78,2,6,0,17,0,125,237,176,235
 120 DATA 54,201,30,150,205,0,125,221,35,221,35,221
 130 DATA 35,193,16,222,33,103,238,17,0,136,1,0
 140 DATA 4,237,176,175,50,115,135,62,205,50,23,139
 150 DATA 33,173,139,34,24,139,33,80,187,17,173,139
 160 DATA 1,48,0,237,176,195,244,138,50,255,130,62
 170 DATA 195,205,182,139,201,50,76,139,33,192,139,34
 180 DATA 77,139,201,253,33,58,92,62,16,1,253,127,237
 190 DATA 121,175,50,173,204,50,16,191,50,20,191
 200 DATA 49,216,158,195,192,248,0,0,0,249,228,16
 210 DATA 9,229,24,71,229,12,83,229,14,97,229,25
 220 DATA 133,229,11,0,0,0

Multiface Pokes
 50267,0 Megajumps
 51212,0 Infinite lives
 55268,61 Infinite time

Atic Atac

■ ■ ■ ■
 (Ultimate/September 1983) Another original game from Ultimate that was later cloned into submission. A view from the top shows you the rooms and their exits in semi-3D.

Multiface Pokes
 36519,0 }
 35353,0 } Infinite lives &
 39092,92 } energy

Attack Of The Killer Tomatoes

■ ■ ■ ■
 (Global Software/June 1986) 3D arcade adventure based on 'the worst vegetable movie of all time.'

Multiface Pokes
 25323,0 Infinite time
 49433,81 Infinite lives

Auf Wiedersehen Monty

■ ■ ■ ■ ■
 (Gremlin Graphics/June 1987) Gremlin's answer to Jet Set Willy. Monty's adventures became a classic in the Spectrum's history.

Crushers and aliens made harmless, walk on water and of course a ubiquitous infinite lives Poke.

10 CLEAR 32767
 20 LET T=0
 30 FOR N=40000 TO 40032: READ A: POKE N,A: LET T=T+A: NEXT N
 40 IF T-3049 THEN PRINT "DATA ERROR": STOP
 50 POKE 40021,186
 60 POKE 40024,164
 70 POKE 40028,160
 80 POKE 40031,144
 90 LOAD ""CODE
 100 RANDOMIZE USR 40000
 110 DATA 33,78,156,17,153,129,1,19,0,237,176,195,0
 120 DATA 128,205,86,5,62,201,50,99,0,50,176,0,175
 130 DATA 50,179,0,50,138,0,201

Multiface Pokes
 47715,201 Harmless
 crushers
 42160,201 Harmless aliens
 41139,0 Infinite lives
 37002,0 Walk on water

Ever spent hours thrashing around airports not knowing which way to turn? Well here are the answers...

FROM	TO
Airport, Spain	Paris, France
Paris, France	Antwerp
Antwerp, Belgium	Luxembourg
Luxembourg	Amsterdam
Amsterdam	Airport, Spain
West Berlin, Germany	East Berlin
East Berlin	Yugoslavia
Airport, Yugoslavia	Rome, Italy
Rome, Italy	Olympus, Greece
Olympus, Greece	Bern, Switzerland
Moledavia	Copenhagen

To access the cheat mode in Monty (and this also works on the 128K), load the game typing this instead of just LOAD ""

LOAD "": REM MONTY

'MONTY' must be in capitals with no extra spaces. The game will load and run as normal, but when you pick up the red flag-like object you will activate the cheat. You are given infinite lives and you are immortal against the nasties.

Avenger



(Gremlin/December 1986) Martial arts follow-up to Way Of The Tiger.

10 LOAD "" CODE
20 POKE 33071,195
30 POKE 33072,80
40 POKE 33073,195

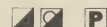
50 POKE 33046,48
60 POKE 33047,93
70 FOR F=50000 TO 50028: READ A: POKE F,A: NEXT F
80 DATA 33,98,195,17,48
90 DATA 93,1,20,0,237
100 DATA 176,221,33,0,132
110 DATA 195,51,129,62,201
120 DATA 50,207,202,50,92
130 DATA 160,195,128,157
140 RANDOMIZE USR 32768

Multiface Pokes

41619,24	Kwon-calls
58294,0	Infinite lives

B

BallCrazy



(MAD/August 1987) Yet another bouncy ball game with impressive graphics.

Multiface Pokes

28086,n	n=lives
28488,0	Infinite lives
32995,0	Immortality

Ballbreaker



(CRL/December 1987) Breakout action in three brain-blending dimensions

A mega hack here, so delete the lines you don't want - except, of course, the end marker.

```
10 PAPER 0
20 CLEAR 28000: LET S=0: LET T=0
30 FOR I=23296 TO 23334: READ A: POKE I,A: LET T=T+A: NEXT I
40 IF T<>4868 THEN PRINT "ERROR IN DATA": STOP
50 FOR I=1 TO 1E9: READ A
60 IF A<256 THEN POKE I,A: NEXT I
70 RANDOMIZE USR 23296
80 DATA 243,221,33,172,253,17,63
90 DATA 4,62,255,55,205,86,5,48
100 DATA 241,205,86,5,49,0,0,221,33
110 DATA 214,109,17,237,134,175,55,205
120 DATA 227,254,48,242,175
130 DATA 50,164,155: REM INFINITE MISSILES
140 DATA 50,0,148,50,64,148: REM
```

INFINITE BALLS (oo-er)

150 DATA 50,101,139,62,S,50,112,128: REM NO FLASHY START SCREEN
160 DATA 195,0,128,999: REM END MARKER

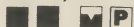
Barbarian



(Palace/July 1987) Variant of the Kung Fu/Way Of The Exploding Fist theme involving busty young maidens and well built old filmstars.

Try and knock your opponent into a corner and kick him in the nether regions a few times - then he'll soon bite the dust. When you reach Drax he'll throw a few thunderbolts at you. Jump over the first one then roll into him. The Princess sits at your feet and it's all over. Another tip is to get a friend to press symbol shift or extended mode while you're fighting as this slows the whole thing down giving you a reasonable chance to knock hell out of your opponent.

Basil, The Great Mouse Detective



(Gremlin/January 1988) So-so platform game based on Disney's full-length cartoon.

You want infinite energy in Basil - we got it. Type this in and play the game tape from the start.

10 CLEAR 27e3: LOAD "" CODE
20 POKE 55837,251
30 POKE 55838,201
40 RANDOMIZE USR 3e4
50 POKE 41296,0: RUN USR 32768

Multiface Pokes

41296,0	}
41968,201	}Infinite lives

Batman



(Ocean/May 1986) Holy smoke! One of the best arcade puzzlers ever - brilliant graphics and a sizzling brain blender.

Multiface Pokes

36798,0	Infinite lives
---------	----------------

Batty



(Elite/October 1987) The much acclaimed game on the front cover of Your Sinclair, October 1987. A highly-addictive variant on the Arkanoid theme.

A quick hack for infinite lives might aid your progress.

```
10 CLEAR 60000: LOAD ""CODE: POKE 65522,252
20 FOR N=64512 TO 64517: READ A: NEXT N
30 PRINT USR 64753
40 DATA 50,56,189,195,0,104
```


This second hack is for the more serious typists who want to control cheat modes from within the game! Once you've loaded the Batty program into this routine you can press any one of the keys below to get the feature you require. You don't have to press any of these keys, but then that makes typing the routine in a bit of a waste!

Q	Turns Infinite lives on
W	Turns Infinite lives off
E	Gives three more lives if you lose one

```
10 CLEAR 6e4: LET t=0
20 FOR f=64512 TO 64616
30 READ a: POKE f,a
40 LET t=t+(f-64502)*a: NEXT f
50 IF t<>766540 THEN STOP
60 LOAD ""CODE
70 POKE 65522,252
80 RANDOMIZE USR 64753
90 DATA 33,44,252,17,0
100 DATA 91,1,200,0,237
110 DATA 176,62,205,50,236
120 DATA 161,50,167,151,33
130 DATA 0,91,34,168,151
140 DATA 33,0,0,34,170
150 DATA 151,33,9,91,34
160 DATA 237,161,175,50,239
170 DATA 161,195,0,104,205
180 DATA 17,91,219,254,17
190 DATA 230,31,201,205,17
200 DATA 91,219,31,230,31
210 DATA 201,229,197,213,245
220 DATA 205,142,2,123,254
230 DATA 37,40,13,254,29
240 DATA 40,12,254,21,40
250 DATA 12,241,209,193,225
260 DATA 201,175,24,11,62
270 DATA 183,24,7,62,4
280 DATA 50,232,183,24,237
290 DATA 50,56,189,24,232
```

Multiface Poke
47633,n n=lives

Bazooka Bill

■ ■ ■
(Melbourne House/April 1987) Unimpressive shoot 'em up.

A quicky for Infinite lives, type it in and play the original tape from the start.

```
10 BORDER 0: PAPER 0: INK 7: CLS
20 LOAD ""SCREENS
30 LOAD ""CODE 37088
40 LOAD ""CODE 24800
50 POKE 28489,201
60 LET L=USR 24800
```

Beamrider

■ ■ ■
(Activision/March 1985) Planet-skimming shoot 'em up from the Palaeozoic Age.

This hack is for infinite lives. Type it in and play your game tape from the start.

```
10 CLEAR 27999: LOAD "" CODE 16384
20 POKE 23303,190
30 FOR a=23350 TO 23356: READ b: POKE a,b: NEXT a
40 LET c=USR 23296
50 DATA 175,50,65,199,195,80,195
```

Black Magic

■ ■ ■
(Martech/August 1987) A medieval shoot 'em up sparkingly similar to Ghosts 'n' Goblins.

This routine uses the Speedlock II hacker to give immortality.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,42,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 200,175,192,228,107,238,4,252,
194,59,127,82,114,255,66,255,6,255,175,50,154,
96,49,255,255,195,0,91,93648
```

Bobby Bearing

■ ■ ■ ■ ■
(The Edge/August 1987) Canny variant on the old Marble Madness/Spindizzy format.

This hack stops your counter dropping below 900 by using the Alkatraz loader.

```
10 CLEAR 65000
20 LET T=0
30 FOR N=64223 TO 64316: READ A
40 POKE N,A: LET T=T+A: NEXT N
50 IF T<>12120 THEN PRINT "DATA ERROR IN MAIN BLOCK"
60 FOR N=N TO 1E9: READ A: IF A<256 THEN POKE N,A: LET T=T+A: NEXT N
70 IF T<>A THEN PRINT "DATA ERROR IN GAME BLOCK": STOP
80 RANDOMIZE USR 64225
90 DATA 24,46,33,89,5,93,22,250,1,134,0,213
100 DATA 237,176,235,35,35,34,95,250,46,122
110 DATA 112,46,215,116,46,207,54,188,33,38
120 DATA 210,34,126,250,225,49,61,251,221,225
130 DATA 209,191,55,8,249,233,49,65,251,221
140 DATA 225,209,59,225,193,205,29,251,24,43
150 DATA 221,110,0,124,170,171,221,172,221
160 DATA 173,173,221,119,0,124,203,99,40,3
170 DATA 129,131,146,128,103,221,35,27,122
180 DATA 179,32,225,201
200 DATA 186,64,183,64,183,181,0,91,111,155,16,106,110
210 DATA 62,36,50,190,109,195,0,91,14056
```

Multiface Poke
28094,36 Infinite lives

Bomb Jack

■ ■ ■
(Elite/May 1986) Defuse the bombs to pick up the points. A good conversion of the original arcade machine.

Short'n'sweet infinite lives hack for any bombers with problems.

```
10 CLEAR 29877: FOR N=23371 TO 23377: READ A: POKE N,A: NEXT N
20 DATA 175,50,92,170,124,246,1,201
30 LOAD "" CODE
40 POKE 64909,195: POKE 64910,232: POKE 64911,253
50 RANDOMIZE USR 64767
```

Bomb Jack II

■ ■ ■ ■ ■
(Elite/May 1987) Disappointing sequel on the same theme.

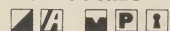
More infinite lives for hackers everywhere.

```
10 CLEAR 60000: LOAD "" CODE: POKE 65226,250
20 FOR N=64000 TO 64006
30 READ A: POKE N,A: NEXT N
40 RANDOMIZE USR 64739
50 DATA 175,50,35,99,195,0,91
```

Multiface Poke
25379,0 Infinite lives

Timing is most important, especially when you're jumping onto short platforms inhabited by monsters. It's a good idea to get off each screen before the baddies start jumping. The first baddies will jump around randomly, and not follow you about. If you hang about long enough for them to mutate into the next stage they become intelligent and home in on you. Screens are impossible to finish once they get to this stage, so try and clear them beforehand. It's important to learn which platforms on which screen can be jumped too, as you won't have time to stop and think about it while playing. The secret of sack collecting is to suss the order in which you must get the sacks, as collecting them in the wrong order means you have to pick one out of order. So try not to get out of sequence. There are two sorts of screens with special techniques: 1. Some screens have only one route around them. First go one way to pick up a sack, backtrack to pick up the next sack, then the other way around for the third. Try not to get dizzy! 2. On others, one platform acts as a 'key' linking two sets of platforms. This is usually the one you start on, and thus where the dead baddies reappear. Since you're gonna have to pass through the 'key' platform numerous times, try not to kill the baddies unless totally necessary.

Bomb scare



(Firebird/November 1986) Shooty 3D arcade adventure set on Neptune.

Type this in and use it to load your master tape. Just omit the features you don't want...

```
10 BORDER 0: PAPER 0: INK 0
20 CLEAR 27999: POKE 23659,0
30 LOAD "" SCREEN$ : PRINT AT 21,0:
LOAD ""CODE 28000: PRINT AT 21,0:
LOAD ""CODE 65000
40 POKE 23606,46: POKE 23607,181: POKE
23659,2
50 POKE 56777,0: REM INFINITE LIVES
60 POKE 54129,0: REM INFINITE SHOTS
70 POKE 56286,0: REM INFINITE ENERGY
80 POKE 57316,201: REM INFINITE TIME
90 RANDOMIZE USR 65000
```

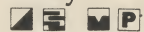
Multiface Pokes

56777,0	Infinite lives
54129,0	Infinite shots
56286,0	Infinite energy
57316,201	Infinite time

Teleport Codes

ZEPHA	QUART
DELTA	XYLEM
NITRO	CRYPT
YTRON	ASTRA

Booty



(Firebird/March 1985) Almost prehistoric platform game, rereleased many times.

A one line hacker. Is this a first? Who cares, just get those infinite lives in!

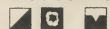
```
10 CLEAR 26000: LOAD ""CODE: LOAD
""CODE 26880: RANDOMIZE USR 26880:
POKE 58294,0: RANDOMIZE USR 52500
```

Multiface Poke

58294,0

Infinite lives

Bosconian

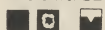


(Mastertronic/February 1987) Cheapie shoot 'em up.

Infinite lives, as is our whim, once more. Type it in and load your program with it.

```
10 CLEAR 25599: LOAD ""CODE 16384
20 LOAD ""CODE 25600: LOAD ""CODE
32765
30 POKE 33356,60: RANDOMIZE USR
32765
```

Boulderdash

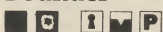


(Beyond/July 1984) Controversial dig 'em up, involving caverns, falling rocks and nasties.

Guess what you can get with this hack? Infinite lives.

```
10 POKE 23693,4: CLEAR 24100: LOAD ""
CODE
20 LOAD "" CODE: RANDOMIZE USR
65100: LOAD "" CODE
30 POKE 28929,8: POKE 28934,8: POKE
28939,8
40 RANDOMIZE USR 41712
```

Bounder



(Gremlin/July 1986) You control a bouncing tennis ball which bounces along a scrolling landscape.

Gremlin, like most companies, include cheat modes in its games - they're just a little bit more difficult to access. This program Pokes the word 'Bouncy' into the printer buffer. The program detects this and changes the scrolling messages accordingly. Wait until the message gets to where it will say "Cheat Mode" and prepare for a shock. Whatever you do, DON'T turn your computer off at this point. If this doesn't work on your version of the game, you can get the same effect by POKE 23296,12 before

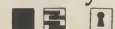
you load the game, which just happens to be what you get if you XOR all the bytes of the word 'Bouncy' together.

```
10 LET CS=0: FOR N=23296 TO 23301
20 READ A: LET CS=CS+A
30 POKE N,A: NEXT N
40 IF CS<>464 THEN PRINT "ERROR":
STOP
50 LOAD ""
100 DATA 66,79,85,178,67,89
```

36610,0

Infinite lives

Bounty Bob

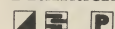


(US Gold/November 1985) Fast and tricky platform game which still stands up well today.

Entry Codes

ABC	IHB
LTO	JDP
MLB	DVJ
OAQ	PHH
XNR	

Brainache

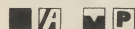


(Code Masters/April 1987) Eyewateringly colourful platformer of little merit.

28064,0

Infinite lives

Bride Of Frankenstein



(Ariolasoft/September 1987) Arcade adventure with loads of ghoulies (fnar)!

Here's infinite energy care of the Speedlock hacker.

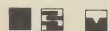
```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
```


250 DATA 0,4,237,176,42
 260 DATA 116,91,237,91,118
 280 DATA 91,1,0,4,237
 290 DATA 176,42,120,91,54
 300 DATA 0,42,122,91,54
 310 DATA 126,35,54,91,42
 320 DATA 124,91,233,1,96
 330 DATA 54,82,50,17,14
 340 DATA 12,24,16,24,50
 350 DATA 14,25,22
 360 DATA 255,183,237,228,86,238,239,249,
 225,253,185,85,90,253,42,253,241,252,62,201,5
 0,28,158,49,119,105,195,144,133,107475

Multiface Pokes

40476,201	Energy
37605,201	No nasties
35486,201	Life elixir

Bruce Lee

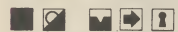


(US Gold/May 1985) Early platform game incongruously based around the deceased kung-fu actor

Here's a bit of a mega-hack to give you infinite lives.

```
10 LET TOT=0: FOR N=50000 TO 50084:
  READ A: LET TOT=TOT+A: POKE N,A:
  NEXT N
20 IF TOT<>10376 THEN PRINT AT
  10,10;"ERROR IN DATA": STOP
30 PRINT AT 10,10;"INSERT TAPE": LOAD
  "" CODE: RANDOMIZE USR 50000
100 DATA 62,255,55,17,141,5,221,33
101 DATA 203,92,205,86,5,48,241,33
102 DATA 86,176,34,233,96,58,202,96
103 DATA 238,194,50,202,96,33,147,195
104 DATA 17,28,238,1,32,0,237,176
105 DATA 243,237,94,33,41,236,229,235
106 DATA 33,137,97,229,51,51,1,242
107 DATA 1,33,253,94,62,200,237,79
108 DATA 195,137,97,62,195,50,80,202
109 DATA 62,96,50,81,202,62,201,50
110 DATA 200,218,195,0,226
```

Bubble Bobble



(Firebird/September 1987) Successful conversion of the addictive Taito coin-op by Software Creations.

How d'ya fancy some infinite lives? Here they come incorporated into the Firebird hacker program.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
```

```
100 IF T-A THEN STOP
102 POKE 32837,90: POKE 32778,90: POKE
  32843,91: POKE 32784,91
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,9,213,80,195,62,52,50,95,171,
  195,188,245,707604
```

On the first levels bubble the nasties, but don't burst them, as this gives you more time.

Don't worry about Count Van Blubba. He moves fast but not very often, and is easy to avoid.

When confronting the cookie monsters, always fire then jump to avoid cookies. Get them from behind if possible. Don't wait for them to speed up as they're deadly then. On level three trap the monsters quickly, then go to the bottom of the screen and collect any letters for EXTEND. When the monsters flash, keep firing to trap them again. When HURRY UP appears, burst them all and go to the bottom. If you're lucky, a big diamond will appear.

Don't be greedy and try to get fruits in dangerous places.

There is a way around every screen, try to look for ways to do it. Level 32 is a hard one, but keep at it.

When playing two player, work as a team, not against each other.

Watch the meanies' patterns, they're predictable.

And the big tip is that you have six credits at the start, so if you lose all your lives, you can press your fire button and 1 or 2 giving you three more lives. You'll lose your score, but not your letters.

Bubbles

Water

E, X, T, E, N, D
 Lightning

Pulsing
 Fire

Sends stream
 down screen
 Extra life
 Sends bolts across
 the screen
 10,000 + fireballs
 Sends flames
 down the screen

Bobbles
 Candy
 Hearts
 Orange Sweets
 Cyan Sweets
 Purple Sweets
 Shoes
 Umbrella
 Ring

Silver Ring

Purple Kettle
 Blue Kettle
 Red Kettle
 Skull
 Seckrit Door
 Spell Book
 Bomb
 Clock
 Watch
 Potion

Red Cross
 Cyan Cross

Yellow Cross

Fruit
 Necklace
 Green Potion

Large Bonus
 Indestructible
 Firing Speed
 Weapon Speed
 Weapon Distance
 Speed Up
 Warp
 Points for left and
 right
 Stars down the
 screen
 Full Fire Power
 Points
 Explodes
 Kill all baddies
 Secret 100m
 Explodes
 Explodes
 Resets Time
 Freezes Bullies
 Fills screen with
 fruit
 Fireballs
 Fills screen with
 water
 Zaps lightning
 across screen
 Points
 Ball Bouncing
 Lightning Bubbles

Bubbler



(Ultimate/July 1987) Ultimate's very own Gyroscope conversion. Clever, but too fiddly.

For infinite lives simply replace the loader with this next little routine.

```
10 CLEAR 24064: LOAD ""CODE
20 RANDOMIZE USR 32768
30 LOAD ""CODE: POKE 57517,0
40 RANDOMIZE USR 61440
```

Butch Hard Guy



(Advance/April 1987) Platform shooter.

For all you macho men, here are some infinite lives.

```
10 LET T=0: FOR F=3e4 TO 30043
20 READ A: POKE F,A
30 LET T=T+(F-29990)*A: NEXT F
40 READ A: IF T<>A THEN STOP
50 RANDOMIZE USR 3e4
60 DATA 62,255,50,203,92
70 DATA 221,33,0,64,17
80 DATA 0,28,62,255,55
90 DATA 205,86,5,48,241
100 DATA 33,82,117,17,19
110 DATA 91,1,11,0,237
120 DATA 176,195,0,91,175
130 DATA 50,64,138,50,72
140 DATA 92,195,133,158,133681
```


Camelot Warriors



(Ariolasoft/January 1987) Multi-coloured platform game based around the exploits of the knights of the round table.

Multiface Pokes

53920,33 }
53921,6 }
53922,0 }Infinite lives

Catch 23



(Martech/September 1987) Vector graphics exploring game in the Mercenary mould.

Multiface Pokes

46813,0 Infinite gun
cartridges
61635,0 Infinite bombs

Cauldron



(Palace/September 1985) High-flying arcade type game with you taking on the role of an elderly witch, with, of course, a broomstick for transport.

Multiface Poke

40060,0 Infinite lives

Cauldron II



(Palace/September 1986) The sequel on the same theme - not such a big shake this time around.

Multiface Poke

52133,0 Infinite lives

Centurions

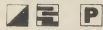


(Reaktor/November 1987) Gauntlet clone rendered unplayable by messy graphics and flickery scrolling.

```
10 CLEAR 26e3: LET T=0
20 FOR F=16384 TO 16449
30 READ A: POKE F,A
40 LET T=T+(F-16374)*A: NEXT F
50 IF T-327676 THEN STOP
60 PRINT ": LOAD ""CODE
70 RANDOMIZE 16436
80 DATA 50,21,105,122,254
90 DATA 146,192,62,50,50
100 DATA 84,251,33,21,105
110 DATA 34,85,251,62,195
120 DATA 50,58,255,33,32
130 DATA 64,34,59,255,195
```

```
140 DATA 0,255,50,107,92
150 DATA 33,44,64,34,130
160 DATA 255,195,61,255,62
170 DATA 201,50,255,181,195
180 DATA 32,147,62,205,50
190 DATA 84,251,33,0,64
200 DATA 34,85,251,195,0
210 DATA 251
```

Chiller



(Mastertronic/February 1985) A budget platform based on Wacko Jacko's Thriller video.

Multiface Poke

34025,0 Infinite lives

Chimera



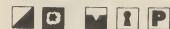
(Firebird/January 1986) Neat Alien 8 rip-off.

Dig out your Softlock MultiPoker - it's being used here for Chimera

```
10 CLEAR 29999: LET t=0
20 FOR f=3e4 TO 30155
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1392299 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30146)*a: NEXT f
100 IF t<>a THEN STOP
102 POKE 30165,230: REM for infinite time
104 POKE 30168,238: REM for infinite food
106 POKE 30171,237: POKE 30174,239:
REM for infinite water
110 RANDOMIZE USR 3e4
120 DATA 58,206,117,50,179
130 DATA 117,50,191,117,221
140 DATA 33,203,92,237,91
150 DATA 204,117,22,1,62
160 DATA 255,55,205,86,5
170 DATA 48,238,42,205,117
180 DATA 38,93,34,75,92
190 DATA 1,33,0,9,17
200 DATA 0,70,1,28,0
210 DATA 237,176,235,54,32
220 DATA 35,54,237,35,54
230 DATA 201,33,78,202,237
240 DATA 75,75,92,205,0
250 DATA 70,42,75,92,1
260 DATA 125,0,9,54,201
270 DATA 14,55,237,66,17
280 DATA 132,117,213,233,33
290 DATA 171,117,213,17,175
300 DATA 255,1,100,0,213
310 DATA 237,176,209,33,88
320 DATA 255,54,205,35,115
330 DATA 35,114,209,49,0
340 DATA 0,195,0,255,1
350 DATA 96,54,82,50,17
```

```
360 DATA 14,12,24,245,221
370 DATA 124,254,255,40,10
380 DATA 58,0,91,254,33
390 DATA 40,5,221,117,0
400 DATA 241,201,17,0,91
410 DATA 33,211,255,1,30
420 DATA 0,237,176,195,0,91
430 DATA 99,115,61,175,33,0,0,50,238,0,
34,32,0,50,241,0,34,156,0,201,1422368
```

Chronos



(Mastertronic/July 1987) No-nonsense shoot 'em up à la Scrabble.

Here's some infinite lives for starters.

```
10 CLEAR 24982: LOAD ""CODE
20 LET D=64968: FOR F=1 TO 7
30 READ A$,A: LET T=0
40 LET C=F+999: FOR G=1 TO 5
50 LET B=(CODE A$(G*2-1)-48-7*(CODE
A$(G*2-1)>57))*16+(CODE A$(G*2)-48-
7*(CODE A$(G-2)>57))
60 POKE D,B
70 LET T=T+B: LET D=D+1
80 IF D=64725 THEN LET D=65280
90 NEXT G
100 IF T-A THEN PRINT "Error in line ";c:
STOP
110 PRINT "Line ";c;" OK"
120 NEXT F: RANDOMIZE USR 64960
1000 DATA "BF31DAFF37",768
1001 DATA "CD56052100",329
1002 DATA "FFE3FBE980",1094
1003 DATA "DFB5D1B190",934
1004 DATA "8D8B97CEC6",835
1005 DATA "C7C8AF324D",701
1006 DATA "DEC300FA00",667
```

If you type "jing it baby" into the high score table you'll be able to chose a Megalaser from the main menu. And here are a few other tips to give you some interesting effects (and, yes, we know there are a couple of others, but we can't print words like that, now can we!)

nemesis	design design
peter gough	mike follin
tim follin	mark wilson
the thug	agent x
chronos	

Multiface Pokes

53407,n n=lives
26987,201 Autofire

Chuckie Egg



(A'n'F/July 1985) Elderly platform game based in the chicken farm.

Multiface Poke
42873,0

Infinite lives

Chuckie Egg II



(A'n'F/July 1986) *More of the same, although Chuckie II was a long time in the waiting.*

Multiface Poke
35453,0

Infinite lives

Classic Muncher



(Top Ten/January 1987) *As the title suggests, this is a Pac Man clone. Good graphics, and how will we ever tire of it?*

For infinite lives, MERGE the loader, stop the tape and add this line;

65 POKE 30532,0

RUN the program and restart the tape.

Cliff Hanger

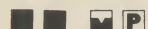


(New Generation/August 1987) *A novel cartoon orientated arcade adventure.*

To choose how many lives you have (anything up to 255!), play the tape from the start. Note that any amount more than about 100 corrupts the screen but does in fact work.

```
10 CLEAR 25659: LET T=0
20 FOR F=3E4 TO 30016
30 READ A: POKE F,A
40 LET T=T+(F-29990)*A: NEXT F
50 IF T<>54755 THEN STOP
60 RANDOMIZE USR 3E4
70 POKE 65304,201
80 RANDOMIZE USR 65280
90 POKE 26515,[NUMBER OF LIVES]
100 RANDOMIZE USR 25660
110 DATA 205,86,5,221,33
120 DATA 171,254,17,84,1
130 DATA 62,255,55,205,86
140 DATA 5,201
```

Cobra



(Ocean/February 1987) *Green Beret-type of game where being big beefy and macho is almost as important as being able to load the game.*

This hack uses the Alkatraz loader for infinite lives and a full duck!

```
10 CLEAR 65000
20 LET T=0
30 FOR N=64223 TO 64316: READ A
```

```
40 POKE N,A: LET T=T+A: NEXT N
50 IF T<>12120 THEN PRINT "DATA ERROR IN MAIN BLOCK"
60 FOR N=N TO 1E9: READ A: IF A<256 THEN POKE N,A: LET T=T+A: NEXT N
70 IF T<>A THEN PRINT "DATA ERROR IN GAME BLOCK": STOP
80 RANDOMIZE USR 64225
90 DATA 24,46,33,89,5,93,22,250,1,134,0,213
100 DATA 237,176,235,35,35,34,95,250,46,122
110 DATA 112,46,215,116,46,207,54,188,33,38
120 DATA 210,34,126,250,225,49,61,251,221,225
130 DATA 209,191,55,8,249,233,49,65,251,221
140 DATA 225,209,59,225,193,205,29,251,24,43
150 DATA 221,110,0,124,170,171,221,172,221
160 DATA 173,173,221,119,0,124,203,99,40,3
170 DATA 129,131,146,128,103,221,35,27,122
180 DATA 179,32,225,201
200 DATA 255,81,83,168,168,97,88,152,92,196
210 DATA 68,62,183,50,109,136,62,201,50,187,154
220 DATA 33,95,251,17,0,91,1,14,0,213,237,176
230 DATA 201,33,200,249,17,254,255,1,33,152,237
240 DATA 184,195,16,175,18062
```

Multiface Pokes
36515,183

Infinite lives

Commando



(Elite/January 1986) *Rambo type clone based on the film of the same name.*

```
10 CLEAR 40000: LET T=0
30 FOR N=65030 TO 65052
40 READ A: POKE N,A: LET T=T+A: NEXT N
50 IF T<>2102 THEN PRINT "ERROR - PLEASE RE CHECK": STOP
60 PRINT "PLAY COMMANDO TAPE": LOAD ""CODE
70 POKE 65441,172: POKE 65442,84: RANDOMIZE USR 65485
80 DATA 49,0,98,175,33,4,108,119,35,119,35,35,119,35,119,50,254,236,195,30,100
```

Conquestador



(Melbourne House/December 1986) *Multi-roomed game that was devilishly addictive. Large sprites and colourful graphics only added to its playability.*

```
10 CLEAR 65535: LET T=0
20 FOR F=3E4 TO 30063
30 READ A: POKE F,A
40 LET T=T+(F-29990)*A: NEXT F
50 IF T-359795 THEN STOP
60 RANDOMIZE USR 3E4
```

```
70 DATA 221,33,203,92,17
80 DATA 120,4,62,255,55
90 DATA 205,86,5,48,241
100 DATA 205,36,97,221,33
110 DATA 75,251,17,52,2
120 DATA 62,255,55,205,86
130 DATA 5,48,241,33,108
140 DATA 117,17,97,253,1
150 DATA 4,0,237,176,195
160 DATA 114,252,128,223,181
170 DATA 209,177,144,141,139
180 DATA 151,206,198,199,200
190 DATA 50,81,226,201
```

Multiface Pokes

59490,0
62370,0

Immunity
No nasties

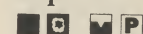
Convoy Raider



(Elite/October 1987) *Series of three interlinked mini-games disguised as an arcade wargame. Little challenge and quickly became repetitive.*

If you select submarine mode then press Caps Shift and Break Space together, the submarine disappears, it doesn't seem to work for ships or planes unfortunately.

Cop-Out



(Mikro-Gen/February 1987) *Shoot 'em up in the criminal world.*

And how about some infinite lives then?

```
10 CLEAR 65535: LET T=0
20 FOR F=3E4 TO 30016: READ A: POKE F,A
30 NEXT F: READ A: IF T<>A THEN STOP
40 RANDOMIZE USR 3E4
50 DATA 205,86,5,221,33
60 DATA 74,253,17,0,2
70 DATA 62,255,55,205,86
80 DATA 5,201,31811
90 POKE 65289,0: POKE 65251,0
100 POKE 65175,0: POKE 65099,8
120 LET T=0: FOR F=65083 TO 65093
130 READ A: POKE F,A
140 LET T=T+(F-65073)*A: NEXT F
150 READ A: IF T<>A THEN STOP
160 DATA 243,49,0,0,42
170 DATA 75,92,17,28,0
180 DATA 25,7447
190 LET T=0: FOR F=65313 TO 65319
200 READ A: POKE F,A
210 LET T=T+(F-65303)*A: NEXT F
220 READ A: IF T<>A THEN STOP
230 RANDOMIZE USR 65083
240 DATA 175,50,42,138,195
250 DATA 148,91,11004
```

Multiface Poke
44929,0

Immunity

Critical Mass

(Durell/December 1985) Excellent 3D scrolling game based loosely around the film Dune.

This short hack gives you limitless energy... and why not?

```
10 CLS: PRINT TAB 4;"PLAY CRITICAL
MASS TAPE"
20 LOAD "" SCREEN$: INK 6: PAPER 8:
OVER 1: PRINT AT 0,0: LOAD "" CODE:
POKE 56879,52: PRINT USR 48000
```

Multiface Poke
56879,0

Infinite energy

Crystal Castles

(US Gold/December 1986) Superb conversion of the Marble Madness-ish Atari coin-op.

Multiface Poke
63733,0

Infinite lives

Curse Of Sherwood

(Mastertronic/September 1987) Arcade adventure with Robin and his merry men (oo-er)!

For infinite lives, Merge the loader and add POKE 64613,0 before the USR statement.

Cylu

(Firebird/November 1985) Odd 3D puzzle game which didn't quite work.

Here's a hack which uses the Softlock MultiPoke... get your tapes out!

```
10 CLEAR 29999: LET t=0
20 FOR f=3e4 TO 30155
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1392299 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30146)*a: NEXT f
100 IF t<>a THEN STOP
105 POKE 30057,97: POKE 30058,230
110 RANDOMIZE USR 3e4
120 DATA 58,206,117,50,179
130 DATA 117,50,191,117,221
140 DATA 33,203,92,237,91
150 DATA 204,117,22,1,62
160 DATA 255,55,205,86,5
170 DATA 48,238,42,205,117
180 DATA 38,93,34,75,92
190 DATA 1,33,0,9,17
200 DATA 0,70,1,28,0
210 DATA 237,176,235,54,32
220 DATA 35,54,237,35,54
230 DATA 201,33,78,202,237
240 DATA 75,75,92,205,0
250 DATA 70,42,75,92,1
260 DATA 125,0,9,54,201
270 DATA 14,55,237,66,17
280 DATA 132,117,213,233,33
290 DATA 171,117,213,17,175
300 DATA 255,1,100,0,213
```

```
310 DATA 237,176,209,33,88
320 DATA 255,54,205,35,115
330 DATA 35,114,209,49,0
340 DATA 0,195,0,255,1
350 DATA 96,54,82,50,17
360 DATA 14,12,24,245,221
370 DATA 124,254,255,40,10
380 DATA 58,0,91,254,33
390 DATA 40,5,221,117,0
400 DATA 241,201,17,0,91
410 DATA 33,211,255,1,30
420 DATA 0,237,176,195,0,91
430 DATA
65,112,61,175,50,31,148,201,1404138
```

Cyrox

(Power House/May 1987) Another multi-screen, get-the-bits-you-need-and-get-out game, better than some, duller than many.

How many lives do you want? Just tell this hacking program and it'll do the rest for you.

```
10 CLEAR 3E4: LOAD "" SCREEN$
20 LOAD "" CODE
30 INPUT "How many lives (1-65535, 0 for
infinite):";liv
40 IF NOT liv THEN GO TO 90
50 LET a=liv-256* INT (liv/256)
60 LET b=INT (liv/256)
70 POKE 41649,a
80 POKE 41650,b: GO TO 100
90 POKE 50198,0
100 RANDOMIZE USR 33001
```

D

Daley Thompson's Supertest (128K)

(Ocean/November 1985) Series of athletic tests based around the original Hypersports.

Merge the Basic loader and add the following lines for infinite lives...

```
11 POKE 27061,40
12 FOR N=27098 TO 27105: READ A: POKE
N,A: NEXT N
13 DATA 62,58,50,179,149,195,16,142
```

Dan Dare

(Virgin/November 1987) Glorious recreation of the comic strip in living fifties colour.

Worra lotta features in this hack, eh? Just take out those lines which you're not interested in.

```
10 REM CLEAR 25999
20 LET T=0: FOR N=64000 TO 64026: READ
A: POKE N,A: LET T=T+A: NEXT N
30 IF T<>2539 THEN PRINT "DATA
ERROR": STOP
40 FOR N=N TO 1E9: READ A<256 THEN
POKE N,A: NEXT N
```

```
50 RANDOMIZE USR 64000
60 DATA 221,33,203,92,17,9,3,175,214,1,
205,86,5
70 DATA 48,241,33,27,250,34,133,93,1,17,93,
195,17,93,175
80 DATA 50,6,170: REM INFINITE
BULLETS
90 DATA 50,39,183: REM INFINITE TIME
100 DATA 62,201,50,94,186: REM INFINITE
ENERGY
110 DATA 62,201,50,125,173: REM NO
ROOF & FLOOR GUNS
120 DATA 195,192,93,999: REM END
MARKER
```

Multiface Poke
23974,168

Infinite energy

Dan Dare II

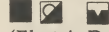


(Virgin/March 1988) Graphically impressive follow-up.

In this routine, like so many others, you can delete any lines if you don't want the effect they produce. Line 70 stops you getting killed when you get crushed, line 80 makes you immortal (in other words you can't die), line 90 lets you select the start level -1 (0-3), for example 2 would start you on level 3, then line 100 gives good ol' infinite lives, and line 110 gives infinite time. Play your master tape from the start.

```
10 CLEAR: LET T=0
20 FOR F=23296 TO 23496
30 READ A: POKE F,A
40 LET T=T+(F-23286)*A: NEXT F
50 IF T<>2072209 THEN STOP
60 LET A=23446
70 POKE A,207: REM CRUNCH
80 POKE A+3,220: REM IMMORTAL
90 POKE A+5,[LEV]: POKE A+12,210
100 POKE A+15,212: REM LIVES
110 POKE A+18,237: REM TIME
120 RANDOMIZE USR 23296
130 DATA 221,33,203,92,17
140 DATA 199,2,62,255,55
150 DATA 205,86,5,48,241
160 DATA 33,50,94,52,35
170 DATA 53,205,6,93,33
180 DATA 33,91,34,31,209
190 DATA 195,238,208,221,33
200 DATA 172,91,33,131,241
210 DATA 6,6,197,221,78
220 DATA 0,221,35,6,0
230 DATA 197,229,17,20,89
240 DATA 237,176,235,54,201
250 DATA 205,20,89,225,193
260 DATA 9,193,16,229,33
270 DATA 178,254,17,255,255
280 DATA 1,243,4,237,184
290 DATA 175,50,111,255,50
300 DATA 254,254,33,187,91
310 DATA 17,116,255,1,16
320 DATA 0,237,176,33,107
330 DATA 91,34,17,255,195
340 DATA 244,254,205,110,254
350 DATA 33,110,254,17,111
360 DATA 254,1,115,0,112
370 DATA 237,176,235,54,195
380 DATA 35,54,132,35,54
390 DATA 91,201,62,64,50
400 DATA 128,64,33,146,91
410 DATA 34,163,64,195,110
420 DATA 64,62,201,50,58
430 DATA 0,50,62,0,62
440 DATA 0,50,165,247,175
450 DATA 50,18,0,50,118
460 DATA 0,50,5,0,195
470 DATA 64,202,17,24,14
480 DATA 14,25,21,1,96
490 DATA 54,82,50,17,14
500 DATA 12,24,97,255,51
510 DATA 16,110,64,119,0
520 DATA 16,39,255,31,0
530 DATA 16
```

Dandy

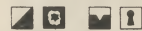


(Electric Dreams/January 1987) Very colourful and excellent clone of Gauntlet.

How's about infinite energy for both players? Try this...

```
10 INK 0: PAPER 0: POKE 23624,0: CLEAR
25499
20 LOAD "" CODE
30 RANDOMIZE 0*USR 23407*USR
23410*USR 50000
40 POKE 23681,49: POKE 27593,33: POKE
27594,232: POKE 27595,3
50 POKE 27642,33: POKE 27643,232: POKE
27644,3
60 FOR N=27596 TO 27603: POKE N,0:
POKE N+49,0: NEXT N
70 RANDOMIZE USR 23404+USR 25500
```

Dead Or Alive



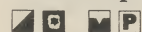
(Alternative/August 1987) Gunfighting budget game.

For infinite lives, thirst and ammo, play the tape from the start.

```
10 FOR f=3e4 TO 30015
20 READ a: POKE f,a: NEXT f
30 RANDOMIZE USR 3e4
40 POKE 33051,129
50 POKE 33060,201
60 POKE 33054,255
70 POKE 33084,0
80 RANDOMIZE USR 33049
90 FOR f=65489 TO 1e9
100 READ a
110 IF a=999 THEN RANDOMIZE USR
64560
120 POKE f,a: NEXT f
130 DATA 221,33,203,128,17
140 DATA 159,0,62,255,55
150 DATA 205,86,5,48,241
160 DATA 201,175
170 DATA 50,252,178: REM THIRST
180 DATA 50,174,182: REM LIVES
190 DATA 50,93,183: REM AMMO
200 DATA 55,195,209,95,999
```

If you type CHEAT in when the game asks for your name then you will be provided with a skip level feature when you blip the space bar.

Deathscape



(Starlight/August 1987) Ultra-fast, multi-level shoot 'em up which will have you begging for more.

Have some infinite lives care of the PowerLoad Hacker.

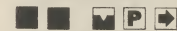
```
10 CLEAR 3e4: LET t=0
```

```
20 FOR f=23296 TO 23438
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 FOR f=f TO 1e9: READ a
60 IF a>256 THEN GO TO 90
70 POKE f,a
80 LET t=t+(f-23429)*a: NEXT f
90 IF t<>a THEN STOP
100 RANDOMIZE USR 23296
110 DATA 237,123,143,91,221
120 DATA 42,145,91,17,144
130 DATA 1,62,7,55,205
140 DATA 86,5,48,241,42
150 DATA 145,91,1,0,2
160 DATA 126,237,103,35,11
170 DATA 120,177,32,247,42
180 DATA 145,91,58,145,91
190 DATA 14,18,129,35,119
200 DATA 35,116,1,13,0
210 DATA 9,54,32,35,54
220 DATA 247,35,54,201,33
230 DATA 67,91,229,42,145
240 DATA 91,233,42,145,91
250 DATA 1,35,0,9,17
260 DATA 208,92,1,50,0
270 DATA 237,176,33,105,91
280 DATA 17,1,93,1,100
290 DATA 0,237,176,195,208
300 DATA 92,1,96,54,82
310 DATA 50,17,14,12,24
320 DATA 42,41,93,1,119
330 DATA 1,9,54,195,33
340 DATA 22,93,229,42,41
350 DATA 93,1,78,1,9
360 DATA 233,42,43,93,54
370 DATA 201,33,45,93,229
380 DATA 42,41,93,1,129
390 DATA 1,9,233
400 DATA 180,95,43,251,202,252,175,50,64,
198,50,242,199,49,255,95,237,70,233,958018
```

Multiface Poke
50752,0: 51186,0

Everything!

Deathwish III



(Gremlin Graphics/October 1987)
Bloodthirsty adaptation which has you in the role of Charlie Bronson taking on the baddies.

```
10 CLEAR 24575: LOAD "" CODE
20 FOR n=33543 TO 1e9
30 READ a
40 IF a<999 THEN POKE n,a: NEXT n
50 POKE 33019,131: PRINT USR 32768
60 DATA 33,0,64,49,255,95,17,0,128,1,0,4,
237,176
70 DATA 62,201,50,176,155: REM NO
INJURY
80 DATA 62,175,50,22,151,50,185,153,:
INFINITE AMMO
90 DATA 175,50,6,163: REM NO BACK-
STABBING
100 DATA 195,64,108,999: REM END
MARKER!
```

Multiface Pokes
38678,183
39353,183

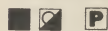
}Infinite ammo
}

43301,183

Infinite injury

The first and most important thing is to shoot the thugs only. Don't shoot the women or the medics, as these can't be killed and only waste ammo. Don't shoot Grannies, tables, chairs or TVs - you lose points for grannies and get no points for furniture. Don't shoot too many cops, 'cos when you've cleared the street of thugs, the cops swarm the streets shooting at you, and your injury level shoots up. When your injury level is high, enter a house and find a room where you can see both sides. No thugs or cops can enter the room to harm you, so you can just stand still until your injuries go down. It's best to go after the gang leaders only when you have two or three weapons with a lot of ammo, because the thugs cover the streets and a lot of ammo is needed to clear them. To conserve ammo while walking around the streets, use a hand gun. This uses fifty rounds which fire off very slowly, making it last longer. To clear crowd scenes, let off short bursts of machine gun fire. Wait to see if the thugs fall down, 'cos they take a while, and you don't want to waste bullets if they're already hit. Save the rocket launcher for when you meet a gang leader, to clear the thugs around him. Shotguns have limited ammo, fire quickly and are handy if you don't have a machine gun. One last thing, shoot out all the windows to gain extra points.

Defenda



(Interstella/December 1983) Pre-YS conversion of the arcade classic.

Multiface Pokes

37531,0	Infinite lives
34163,0	Infinite smart bombs
50584,201	Infinite shields

Deflektor



(Gremlin/January 1988) Superb arcade puzzler which undeservedly sold very badly.

Multiface Pokes

34473,0	Infinite lives
41784,0	Infinite energy
42707,201	Infinite overload

Deviants



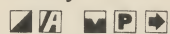
(Players/April 1988) Budget platform game with a suitably daft plot.

In this routine you can delete any lines which you don't want (as is becoming ever more popular). Line 70 gives infinite ammo,

line 80 gives infinite time and line 90 gives infinite energy. Play the master tape from the start.

```
10 CLEAR 24999: LOAD ""CODE
20 FOR F=23299 TO 3E4: READ A
30 IF A>255 THEN GO TO 50
40 POKE F,A: NEXT F
50 POKE 39165,91: RUN USE 38E3
60 DATA 205,3,152,175
70 DATA 50,200,137,50,214,137
80 DATA 50,207,103
90 DATA 50,12,239
100 DATA 195,15,153
```

Dizzy



(Code Masters/December 1987) Unoriginal but efficient arcade adventure.

This hack will ask you if you want to be Immortal, or would prefer Infinite lives. You could have both, of course!

```
10 LET imm=0: LET liv=0
20 INPUT "Immortal? "; LINE a$
30 IF a$="y" THEN LET imm=221
40 INPUT "lives? "; LINE a$
50 IF a$="y" THEN LET liv=245
60 LOAD ""CODE
70 FOR f=23352 TO 23361
80 READ a: POKE f,a: NEXT f
90 RANDOMIZE USR 23296
100 DATA 175,50,200,imm,50
110 DATA 26,liv,195,182,92
```

Multiface Pokes

54216,0	Immortal
62745,0	Infinite lives

Flaming Torch

Find this in the first screen, to the right. Drop it next to the cauldron at the start.

Grease Gun

In the first screen, to the left. Drop it on top of the mining cart.

Crow Bar

In the cliffs. Drop it on top of the trap door at the bottom of the cliffs.

Purse of Gold

Go into the screen on the right from the haunted chimney then go into the cave. Get the purse and drop it on top of the bucket near the hermit's house.

Ghost Hunters Laser Gun

Pick it up and fall into the ghost at the haunted chimney.

Miner's Hard Hat

Destroys rocks that falls on you in different places.

Broken Heart

In the castle. Drop it on top of the statue

where the broken-hearted woman stands.

Three-In-One

In the room two screens from the purse of gold. Drop it next to the drawbridge.

Plastic Raincoat

Protects you from the raindrops that fall from the clouds.

Spell, The Ingredients

Clouds of Silver Lining Jump on top of hermit's house.

Vampire Dux Feather Just outside the castle.

Troll Brew Just inside the castle.

Leprechaun's Wig In mine shaft, just near the bolt cutters.

Put all the ingredients in the cauldron, drop the bottle in then get the poition. Go in the castle and drop the bottle next to Zaks, and that's it - you've won.

Double Take

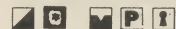


(Ocean/March 1987) Highly complicated game, er, games. Two games in fact, played at the same time. Very confusing.

Multiface Pokes

40243,201	}
49022,0	}Infinite lives

Down To Earth



(Firebird/August 1987) Boulderdash-inspired tale of tactics amongst the underground tunnels.

Here's Infinite lives, time, steps and bombs using the Firebird Hacker program.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
```


230 DATA 141,139,151,206,198
 240 DATA 199,200,237,123,112
 250 DATA 128,62,205,50,84
 260 DATA 205,33,0,128,34
 270 DATA 85,205,33,109,128]
 280 DATA 126,50,22,128,50
 290 DATA 28,128,50,31,128
 300 DATA 50,40,128,50,48
 310 DATA 128,35,126,50,42
 320 DATA 128,35,126,50,39
 330 DATA 128,195,0,205
 340 DATA 91,20,207,224,96,175,50,135,155,
 50,250,151,50,205,156,50,125,157,50,126,157,1
 95,140,156,748696

Multiface Pokes

40141,182 Infinite missiles
 38583,0 }
 38911,0 }
 39168,0 }
 39387,0 } Infinite bombs

Holding down keys 1, 2, 3, 4 and 5 will allow you to skip through as many screens as you want - even to the end of the game!

Dr Destructo



(Bulldog/October 1987) Cheap but less than cheerful aerial shoot 'em up.

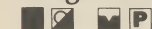
Load your original tape into this program for Infinite lives and/or immunity.

10 BORDER 1: PAPER 1: INK 7: BRIGHT 1:
 CLS
 20 CLEAR 24999
 30 POKE 23739,82: POKE 23740,0: LOAD ""
 SCREEN\$
 40 PAPER 2: INK 2
 50 PRINT AT 0,0: LOAD "" CODE 25026
 60 PRINT AT 0,0: LOAD "" SCREEN\$
 70 BORDER 0
 80 POKE 39119,0: REM INVINCIBLE
 90 POKE 39136,0: REM INFINITE LIVES
 100 RANDOMIZE USR 34147

Multiface Pokes

41763,n n=Number of
 lives (Player 1)
 34837,n n=Number of
 lives (Player 2)
 42517,0 Infinite days

Dragon's Lair



(Software Projects/December 1986)
 Conversion of one of the first video disk games.
 Very tricky indeed.

10 LOAD ""CODE
 20 POKE 30773,0: POKE 30774,91
 30 FOR F=23296 TO 23302: READ A: POKE
 F,A: NEXT F

40 RANDOMIZE USR 23296
 50 DATA 175,50,155,202,195,48,184

Multiface Poke

51867,0 Infinite lives

Dragon's Lair II



(Software Projects/May 1987) Good conversion of the sequel - maybe not the true video graphics, but at least it wasn't as hard as Dragon's Lair I.

This hack gives you infinite lives.

10 CLEAR 32767: LOAD ""SCREEN\$
 20 LOAD ""CODE: POKE 35766,0
 30 RANDOMIZE USR 33025

Driller



(Incentive/January 1988) One of the most original 3D games of the year. Beautifully programmed and absorbing problems. Skillo!

This routine gives you infinite time, shields and energy. Use this to load your master tape.

10 CLEAR 32767: LET T=0
 20 LOAD ""CODE 65088
 30 POKE 65092,26
 40 FOR F=65389 TO 65416
 READ A: POKE F,A
 60 LET T=T+(F-65379)*A: NEXT F
 70 IF T<>90370 THEN STOP
 80 RANDOMIZE USR 65088
 90 DATA 113,255,24,246,175
 100 DATA 50,200,153,33,0
 110 DATA 0,34,201,153,33
 120 DATA 230,204,62,195,34
 130 DATA 185,203,50,184,203
 140 DATA 195,164,151

Multiface Pokes

48246,0 Infinite energy
 49425,0 }
 49022,0 } Infinite shields

Amethyst

(Starting platform)

Shoot the wall for extra points. Worth up to 750 extra points if shot in the right order. Don't shoot the top of the tower, although you can, as this contains essential energy reserves. Land on it with the jet to collect them. In the store shed shoot the ground-based crystals first as the suspended ones have special properties and scores attached.

Lapis Lazuli

(East of Amethyst)

Blast pyramids to allow travel eastwards. At the low wall, raise yourself to look over

and activate the switch.

Obsidian

(North of Amethyst)

To cross the ravine, shoot or knock over the slab to form a bridge. Knocking over gives a better score though! Incidentally, it's safer to go in the shed the way back.

Topaz

(West of Amethyst)

The laser beacon is more of an irritation than a real threat. Shoot it and it turns through 90° to face the other way. Watch you don't walk into its beam again.

Emerald

(East of Lapis Lazuli)

Walk close to the walls to avoid the attentions of the beacons. The beacon to the West is not active!

General Hints

Activating the teleports allows for quicker travel. Go to Topaz, then over the wall and west to Beryl. Activate the lift up switch and go into the suspended complex. Find the hidden tunnel (not hard) and destroy all the blocks to activate all the teleports. The Jet can be found in the hanger in Aquamarine. Go west to Topaz, then over the wall into Beryl. Sever power lines overhead to disable the beacon. Enter and set all symbols to squares. This reveals a doorway west, leading to an aquamarine. To gain access to the light side, shown white on the model you got with the game, set all four switches in Niccolate, Alabaster, Opal and Quartz to a downward position, so all four lights are lit. This destroys the southern wall of Opal (so guess which one you do last?) allowing access to Diamond!

Drilling

On Topaz, the centre to drill is right over the south end of the low wall. Use Arrows on Aquamarine. Use west arrow in Aquamarine to position rig on girders in Ruby. The numeric clue to position is on the big slab in Opal. Alabaster's centre is in the swimming pool. Evaporate the water with your lasers.

Druid

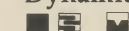


(Firebird/December 1986) Yet another Gauntlet clone which failed to impress due to the lack of a two-player option.

Multiface Poke

24890,201 Infinite energy

Dynamite Dan II



(Mirrorsoft) Spectacular sequel that pushed platforming on the Speccy to its limits.

This hack will give you everything, infinite lives, immunity from mesmerism and the ability to fly which means you can walk through anything and can't drown.

```
10 LET T=0
20 FOR N=23400 TO 1E9
30 READ A>255 THEN BORDER 0:
RANDOMIZE 1267+USR 23400
40 IF A>=0 THEN POKE N,A: NEXT N
50 IF NOT T THEN GO TO 30
60 CLS: PRINT AT 10,12;"DATA ERROR":
STOP
```

```
70 DATA 118,205,162,45,127,90,90,75,74,
72,59,59,225
80 DATA 17,140,91,6,92,26,203,65,40,3,
134,24,1
90 DATA 174,18,19,16,243,35,13,242,117,91,
111,51,70
100 DATA 195,95,244,8,143,4,127,25,113,115,
78,123,100
110 DATA 162,165,102,119,98,179,8,115,244,
8,-6013
120 DATA 102,124,98,92,47,-463: REM
INFINITE ENERGY
130 DATA 102,117,98,119,40,-476: REM NO
```

```
MESMERISM
140 DATA REM THE NEXT FIVE LINES
ARE FOR FLYING
150 DATA 25,98,243,255,98,77
160 DATA 180,102,124,98,1,180,46,115,40,52,
93,93,159
170 DATA 127,145,52,55,143,121,29,54,128,
211,228,143,246
180 DATA 29,54,42,211,228,124,54,52,142,
52,140,90,163
190 DATA 61,109,81,140,98,52,52,52,-5787
200 DATA 117,4,88,-209,999
```

E

Eidolon

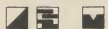


(Activision/March 1987) *Spectacular 3D arcade adventure within caves created by fractals.*

Multiface Pokes

```
41317,0      }
41318,0      }
36117,201    }
40232,78     }
41455,17     }Immunity
```

Elevator Action



(Quicksilver/March 1987) *Multi-levelled platform game in a similar format to good ol' Jet Set Willy.*

This gives Infinite lives.

```
10 CLEAR 65535: LET T=0
20 FOR F=65400 TO 65430: READ A
30 POKE F,A: LET T=T+(F-65390)*A
40 NEXT F: READ A: IF T<>A THEN STOP
50 RANDOMIZE USR 65400
60 DATA 221,33,218,252,17
70 DATA 180,0,62,255,55
80 DATA 205,86,5,48,241
90 DATA 33,144,255,34,240
100 DATA 252,195,218,252,175
110 DATA 50,101,164,195,35
120 DATA 148,112006
```

Elite



(Firebird/October 1986) *Classic 3D Space war and trading game. Set the standard for others to follow.*

With this mega hack for *Elite* you are equipped with a variety of Pokes to aid you in your mission. Type in the program, save it and then run it. The main block of code has a checksum so you should be able to spot any mistakes. However, the Pokes at the end of the program don't have a checksum, so be careful when typing them in.

When you're ready, run it with your fully rewound *Elite* tape in the cassette recorder and stand well back - you're about to take off.

```
10 LET T=0
20 FOR N=64643 TO 64807: READ A: POKE
N,A: LET T=T+A: NEXT N
30 IF T<>19301 THEN PRINT
"CHECKSUM ERROR": STOP
40 FOR N=N TO 1E9: READ A: IF A<256
THEN POKE N,A: NEXT N
50 POKE 23693,0: POKE 23624,0: CLS:
RANDOMIZE 1267+ USR 64643
70 DATA 118,205,162,45,127,90,90,75,74,72,
59,59,225,17,167
80 DATA 252,6,129,26,203,65,40,3,134,24,1,
174,18,19,16
90 DATA 243,35,13,242,144,252,111,169,25,
195,95,109,72,143,181
100 DATA 127,102,169,113,115,78,123,100,
175,195,95,5,67,143,80
110 DATA 106,127,211,67,102,148,98,196,67,
95,211,119,146,207,67
120 DATA 102,211,95,206,67,115,115,67,102,
119,98,132,70,115,199
130 DATA 67,111,52,52,211,37,99,72,102,115,
98,60,169,95,52
140 DATA 163,146,71,169,102,117,98,170,169,
95,56,163,146,173,169
150 DATA 102,169,117,52,169,171,195,40,166,
163,140,53,195,43,52
160 DATA 175,119,155,95,174,170,146,74,196,
159,119,95,97,163,143
170 DATA 52,61,127,52,127,203,211,229,143,
```

```
214,150,117,50,44,25
200 DATA 50,93,154: REM ENERGY
210 DATA 50,23,156: REM MISSILES
220 DATA 50,23,165: REM BLOW UP
SPACESTATIONS
230 DATA 50,243,163: REM LAUNCH
THARGONS
240 DATA 50,0,183: REM ONE HIT TO
DESTROY
250 DATA 50,167,182: REM LASER TEMP
260 DATA 50,165,22: REM FUEL
270 DATA 50,216,219,50,226,219: REM
HYPER ANYWHERE
280 DATA 50,196,219: REM GALACT
HYPER
290 DATA 50,51,156: REM ESCAPE
300 DATA 50,80,156: REM NO LOSS
310 DATA 50,6,232: REM CARGO
320 DATA 50,148,112: REM BOMB
330 DATA 62,201,50,160,112: REM NO
BOMB FLASH
340 DATA 62,3,50,245,211,62,24,50,3,212:
REM INFINITE CASH
350 DATA 175,50,27,240,50,37,240,62,24,
50,186,163: REM ECM JAMMER
360 DATA 62,33,50,90,240,62,246,50,94,240,
175,50,96,240: REM CLOAKING DEVICE
370 DATA 62,195,50,22,117,175,50,220,180,
50,185,183: REM INDESTRUCT
380 DATA 201,999: REM END MARKER
```

Multiface Poke
46848,201

Destroys aliens

Elite 128K



(Firebird/December 1986) *Absolutely no extra features - just a 128K version of Elite. The only difference was that a couple of bugs were removed that had previously been used as cheats.*

This hack gives you the same feature as previous program, and works in much the same way.

```
10 LET T=0
20 FOR N=23296 TO 23347: READ A: LET
T=T+A: POKE N,A: NEXT N: IF T<>4844
THEN PRINT "DATA ERROR": STOP
30 FOR N=N TO 1e9: READ A: IF A<256
THEN POKE N,A: NEXT N
40 POKE 23624,0: POKE 23693,0: CLEAR
65535: RANDOMIZE 1267+ USR 23296
50 DATA 118,205,162,45,127,90,90,75,74,72,
59,59,225
60 DATA 17,36,91,6,140,26,203,65,40,3,134,
24,1
70 DATA 174,18,19,16,243,35,13,242,13,91,
195,95,236
80 DATA 84,143,31,9,102,169,113,115,78,123,
100,175,25
90 DATA 98,46,219: REM INFINITE
ENERGY
100 DATA 98,46,225: REM INFINITE
MISSILES
110 DATA 98,170,167: REM BLOW UP
SPACE STATIONS
120 DATA 98,30,156: REM SPACE
STATIONS LAUNCH THARGOIDS
130 DATA 98,173,216: REM ONE HIT TO
DESTROY
140 DATA 98,98,216: REM NO LASER
TEMP RISE
150 DATA 98,36,188: REM INFINITE LIVES
160 DATA 98,25,203,98,231,203: REM NO
HYPERSPACE RANGE
170 DATA 98,253,203: REM CONSTANT
GALACTIC HYPERSPACE
180 DATA 98,2,225: REM CONSTANT
ESCAPE POD
190 DATA 98,25,225: REM NO CARGO
LOSS WHEN ESCAPE
200 DATA 98,120,229: REM NO CARGO
LIMIT
210 DATA 98,77,2: REM CONSTANT
ENERGY BOMB
220 DATA 102,119,98,49,2: REM NO BOMB
FLASH
230 DATA 102,53,98,89,220,102,124,98,
35,220: REM INFINITE CASH
240 DATA 25,98,249,207,98,71,207,102,124,
98,147,156: REM ECM JAMMER
250 DATA 102,95,98,182,207,102,174,98,2,
207,25,98,16,207: REM CLOAKING
DEVICE
260 DATA 102,117,98,98,37,25,98,75,202,98,
64,211: REM INVULNERABILITY
270 DATA 102,131,98,138,197,98,152,197:
```

```
REM LOAD OLD CHARACTERS
280 DATA 102,136,98,138,197,98,152,
197,102,30,98,148,208: REM SAVE OLD
CHARACTERS
290 DATA 102,30,98,148,208: REM SAVE
AND LOAD OLD CHARACTERS
300 DATA 117,52,36,999: REM END
MARKER
```

Enduro Racer

■ □ P →
(Activision/April 1987) Fast moving motorcycle racing game. The original coin-op was one of the first to include a fully moving rostrum.

Multiface Pokes	
43542,0	}
43643,0	} Time

For levels 1, 2 and 3, reduce your speed to zero, hold down Caps Shift, and press Forward at the start of each level. You'll zip through without crashing – you can then complete level 4 with all that extra time. For level 5, go to the right hand side of the screen and speed up, keep on the right and you should make it.

Everyone's A Wally

■ □ ■
(Mikro-Gen) The adventures of a character called Wally Week, wandering around his town collecting objects and solving obscure riddles.

```
100 CLEAR 29999: MERGE "": POKE PEEK
23627+256*PEEK 23628+33,33
110 FOR Z=65313 TO 1e9: READ X: IF
X<999 THEN POKE Z,X: NEXT Z
120 GO TO 0
130 DATA 24,2,0,199,205,128,91
140 DATA 62,201,50,67,227: REM
INDESTRUCTABLE
150 DATA 62,24,50,184,231: REM CHANGE
TO ANY CHARACTER ANYWHERE
160 DATA 62,201,50,44,169: REM STOP
OTHER CHARACTERS MOVING
170 DATA 195,151,91,999: REM END
MARKER
```

Exolon

■ □ : ■ P i
(Hewson/August 1987) Colourful and fast shoot 'em up that inspired many a lookalike.

Infinite lives, ammo and grenades, play the tape from the start. Lines 110-130 can be deleted if the infinite something (as shown in the REM) is not wanted.

```
10 CLEAR 25999: LOAD "" CODE
20 FOR F=23326 TO 1e9
30 READ A
40 IF A=999 THEN GO TO 60
50 POKE F,A: NEXT F
60 POKE 64531,125
70 RANDOMIZE USR 64512
80 POKE 65117,30
90 RANDOMIZE USR 65082
100 DATA 175
110 DATA 50,158,123: REM AMMO
120 DATA 50,128,128: REM GRENADES
130 DATA 50,77,149: REM LIVES
140 DATA 195,0,91,999: REM END
MARKER
```

Multiface Pokes	
42338,0	No flying things
36845,0	No cannon fire
40221,60	Infinite lives
31646,0	Infinite ammo
35456,0	Infinite grenades
38120,201	Immunity

To use the cheat, first press key 2 for redefine keys. Next type Z O R B A for the different keys, now repeat this, but with the keys that you want to play the game with. This gives you infinite lives to blast anything in your path.

Express Raider

■ □ P
(Ariolasoft/February 1987) A shoot 'em up set on a runaway train, full of western promise.

Multiface Pokes	
60503,0	Strength
60154,0	Lives
61100,0	Time

F

Fairlight



(The Edge/November 1985) A classic 3D arcade adventure game set in a huge castle with secret rooms and treasures galore.

This hack gives you all the usual goodies to help you complete the game, but only works with the updated version of Fairlight (the one with the Kempston joystick interface option).

```
10 LET T=0: FOR N=18000 TO 18175: READ
A: LET T=T+A: POKE N,A: NEXT N:
READ A: IF T<>A THEN PRINT
"CHECKSUM ERROR": STOP
20 FOR N=20000 TO 1E9: READ A: IF
A<999 THEN POKE N,A: NEXT N
30 RANDOMIZE USR 18000
100 DATA 221,33,203,92,17,93,5,62,255,55,
205,86,5,48,241,6
110 DATA 20,33,130,94,243,49,0,91,205,195,
70,33,86,96,17,21
120 DATA 209,1,153,1,237,176,33,40,209,17,
40,145,1,19,1,237
130 DATA 176,235,54,201,6,9,38,145,17,186,
70,26,111,203,182,19
140 DATA 16,249,205,40,145,33,174,210,6,
120,62,12,50,176,92,205
150 DATA 195,70,62,195,50,198,220,33,181,
70,34,199,220,62,55,50
160 DATA 233,218,195,223,218,237,176,195,
32,78,141,197,200,221
170 DATA 224,229,232,235,247,197,229,62,
32,237,177,182,242,197,70,35,209,237
180 DATA 82,235,66,75,17,246,70,237,176,
229,235,54,237,35,54,95
190 DATA 35,54,201,205,238,70,50,239,70,
225,193,16,214,201,62
200 DATA 58,61,61,230,127,237,79,184,146,
147,129,129,236,244,225,247,208,22697
320 DATA 175,50,197,241: REM INFINITE
LIVES
330 DATA 62,24,50,77,245: REM NO MORE
WEIGHT LIMIT
340 DATA 62,24,50,246,247: REM NO
LOCKED DOORS
350 DATA 62,62,50,189,229,33,6,0,34,190,
229: REM SEE ROOM DRAW
360 DATA 62,201,50,247,242: REM
BLINDFOLD BADDIES
370 DATA 62,201,50,189,236: REM
EVERYTHING BUT ROOM IS INVISIBLE
400 DATA 201,999: REM END MARKER
```

Fairlight II



(The Edge/February 1987) The sequel goes one step further.

Multiface Pokes

30429,0

32027,24

31341,0

Energy

No locked doors

Carry anything

Falcon - The Renegade Lord



(Virgin/August 1987) Arcade shoot 'em up based on a fighting fantasy book of the same name.

Multiface Poke

33784,0

Infinite time

Fat Worm Blows A Sparky



(Durell/January 1987) Worm-based shoot 'em up - well weird!

Immortality and infinite sparkies, play the tape from the start.

```
10 CLEAR 65535: LOAD "" CODE
20 FOR F=65416 TO 65432
30 READ A: POKE F,A: NEXT F
40 POKE 64249,240
50 POKE 64250,186
60 POKE 64260,136
70 POKE 64261,255
80 RANDOMIZE USR 64242
90 DATA 62,61,50,180,119
100 DATA 50,14,120,50,46
110 DATA 120,50,7,119,195
120 DATA 219,239
```

Multiface Poke

30624,201

Immunity

Feud



(Bulldog/April 1987) Graphically impressive runaround featuring a brace of warring warlocks.

For infinite energy, Merge the loader and add this to line 4 before the RANDOMIZE USR;

```
LET a=51425: POKE a,0: POKE a+22,0:
POKE a+68,201:
```

Finders Keepers

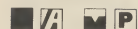


(Mastertronic/June 1985) First of David Jones' Magic Knight series.

This will give you infinite lives if you use it to load your original program tape.

```
10 CLEAR 28672
20 LOAD "" SCREEN$
30 LOAD "" CODE
40 POKE 30394,-5
50 RANDOMIZE USR 28672
```

Firelord



(Hewson/December 1986) Sabre Wulf clone with a trading element.

With this hack, delete the Pokes you don't want, but make sure you leave lines 10-80 and 140 alone.

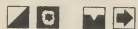
```
10 REM FIRELORD HACK
20 PAPER 0: INK 0: BORDER 0: CLEAR
65535
30 FOR N=65368 TO 1E9: READ A
40 IF A<256 THEN POKE N,A: NEXT N
50 RANDOMIZE USR 65368
60 DATA 62,255,55,221,33,39,244,17,125,2
70 DATA 205,86,5,48,243,62,255,55,221,33,
0,64
80 DATA 17,87,191,205,86,5,175
90 DATA 50,125,155: REM INFINITE
TRADING
100 DATA 50,205,134: REM INFINITE
LIVES
110 DATA 50,38,156,62,58,50,67,156: REM
USE WITH INFINITE LIVES FOR ADDED
PROTECTION
120 DATA 175,50,170,150,62,7,50,156,150:
REM SHOOT ALL THE TIME
130 DATA 62,58,50,168,136: REM DON'T
DIE WHEN RUN OUT OF ENERGY
140 DATA 195,79,94,999: REM DATA END
MARKER
```

Multiface Poke

34509,0

Infinite lives

Flash Gordon



(MAD/August 1987) Good value package of three games in one.

This program will ask you whether you want infinite time and/or bullets - type it in and play the tape from the start.

```
10 LET b=58: LET t=58
20 INPUT "Bullets? (y/n) ";b$
30 IF b$="y" THEN LET b=50
40 INPUT "Time? (y/n) ";t$
50 IF t$="y" THEN LET t=50
60 FOR f=23536 TO 23546
70 READ a: POKE a,f: NEXT f
80 MERGE "": POKE 23795,0
90 POKE 23596,0
100 RANDOMIZE USR 23778
110 POKE 59676,91
120 RANDOMIZE USR 57120
130 DATA 175,t,44,198,b
140 DATA 227,191,205,240
150 DATA 227,201
```

Shoot gorillas whilst they are coming down. The longer you press fire, the further you

jump. To reach Barlin's cave, go left, in, left, out, right, right, in, right, right, right, right, out, then keep going right until you are told to start the tape. A combination of roll forward and backward, reverse kick and low punch are very useful.

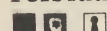
Football Manager



(Addictive/April 1982) Footie-simulator. One of the earliest and most durable of Speccy games.

It's always better to get a higher skill power in defence with attack in next preference, and then midfield. In the transfer market, buy a lot of skill 1 near the end of the season, as they will be skill 4 or 5 next season. In the FA Cup, go for the attack in the early rounds and then get more cautious later on. If you do all this, then in about seven or eight seasons you should go from Division 4 to Division 1, with a few good runs in the cup – and it shouldn't be too hard to win the League up to level 5.

Forbidden Planet



(Design Design/August 1986) Slick, spiffing 3D 'warp around the universe zapping aliens' type of game.

If you hold down 0 (zero) while the game loads, you get a game of *Space Invaders* (Keys – Z, X and Space to play, F to finish). And while you're playing the game proper, press 1, 2 and 3 to get another game called *Whirro Hunt*.

Frank Bruno's Boxing



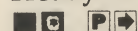
(Elite/May 1984) Beat 'em up starting the big man himself.

This'll give you infinite energy and the ability to use a knockout punch as soon as you meet your opponent. You can also select your opponents energy, though this program won't protect you against speciality punches – so watch out!

```
10 CLS: LET A=65400: FOR F=0 TO 10
20 LET T=0: FOR N=0 TO 9: READ S: POKE
A,S: LET T=T+S: LET A=A+1: NEXT N
30 READ B: IF T<>B THEN PRINT "ERROR
IN LINE ";100+F*10:STOP
40 NEXT F
50 PRINT "ENTER OPPONENTS ENERGY
(0-55)": INPUT A: IF A<0 OR A>55 THEN
CLS: GO TO 50
60 POKE 65483,A
70 CLS: PRINT AT 10,1; "PLAY TAPE
FROM START"
80 RANDOMIZE USR 65400
```

```
100 DATA 6,2,197,62,255,55,221,33,0,0,831
110 DATA 17,0,0,205,86,5,193,16,239,62,823
120 DATA 239,55,221,33,0,64,17,0,27,205,861
130 DATA 86,5,62,238,55,221,33,133,119,
17,969
140 DATA 144,135,205,865,62,237,55,221,
33,1183
150 DATA 56,194,17,20,5,205,86,5,62,236,886
160 DATA 55,221,33,0,91,17,132,28,205,86,
868
170 DATA 5,175,33,43,217,119,35,119,35,
62,843
180 DATA 24,119,62,55,50,64,216,175,60,
50,875
190 DATA 50,216,49,240,255,243,33,0,0,34,
1120
200 DATA 120,92,34,121,92,195,76,199,0,0,
929
```

Freddy Hardest



(Imagine/January 1988) Dynamic shoot 'em up in two dissimilar parts.

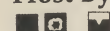
Multiface Pokes

63519,24
64011,24
61607,183

Invincible (pt 1)
Lives (pt 1)
Lives (pt 2)

On level 1, you have to get across the asteroid's surface by getting as far as you can without killing anything. When a creature gets very close, blast it and don't hang about. Use your gun for the whole level, except on the 'watching robots' which you must kick. The access code for part 2 is 897563. On level two, first collect a nuclear cell and take it to the N marked on the floor. Go to the computer and activate it. You'll now load a certain ship with furl. You'll find an N from where you start right, right, right, down and right. Once you have loaded a ship you must go round looking on all computers for RED/BLUE/WHITE/GREEN ONTO HYPERSPACE and RED/BLUE/WHITE/GREEN CAPTAIN CODE ARTEX/AUDOX/BORAX/FENIX. Then if you've loaded, got the Captain's code and got one specific ship into hyperspace, go down to the hangers by going from the loading pad mentioned earlier at right, right, down, right, right, right, right, right, right, use tunnel, left and down. If you have all the info, you'll be able to jump the rail, enter the code and escape.

Frost Byte



(Mikro-Gen/January 1987) Outer space variant on the old Mikro-Gen Wally games, with zappy tendencies.

A hack for infinite lives and time. Simply play the original tape from the start.

```
10 CLEAR 65535: LET T=0
20 FOR F=65350 TO 65404
30 READ A: POKE F,A
40 LET T=T+(F-65340)*A: NEXT F
50 IF T-251487 THEN STOP
60 RANDOMIZE USR 65350
70 DATA 221,33,76,253,17
80 DATA 247,1,62,255,55
90 DATA 205,86,5,48,241
100 DATA 33,0,0,34,65
110 DATA 254,33,113,255,34
120 DATA 34,255,175,50,151
130 DATA 254,50,227,254,50
140 DATA 9,255,50,75,254
150 DATA 195,48,254,62,100
160 DATA 50,207,142,175,50
170 DATA 12,132,194,148,91
```

Full Throttle

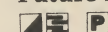


(Microsphere) Simulation of a motorbike racing game. One for a wannabe Barry Sheene.

This hack replaces, as is the norm, the basic loader. Line 140 stops deceleration when you go off the track and lines 150 and 160 combined stop deceleration when you hit another bike. If you delete line 150 you must not delete line 160 and vice versa. You cannot delete any other lines.

```
10 CLEAR 65275: LET T=0
20 FOR F=65276 TO 65299
30 READ A: POKE F,A
40 LET T=T+(F-65266)*A: NEXT F
50 READ A: IF T<>A THEN STOP
60 FOR F=65300 TO 1E9: READ A
70 IF A=999 THEN RANDOMIZE USR
65276
80 POKE F,A: NEXT F
90 DATA 205,86,5,221,33
100 DATA 86,234,17,28,1
110 DATA 62,255,55,205,86
120 DATA 5,62,255,50,70
130 DATA 235,205,114,234,63648
140 DATA 175,50,105,176
150 DATA 62,195,50,200,182
160 DATA 33,213,182,34,201,182
170 DATA 33,20,180,229,233
180 DATA 999
```

Future Knight



(Gremlin/February 1987) Excellent platform and ladders game with superb graphics.

Multiface Pokes
31683,0

Energy

G

Galaxians

■ ■ ■
(Atarisoft/April 1985) Full blown conversion of the original arcade machine - and very good it was too!

This hack adds infinite lives for your enjoyment.

```
10 LET T=0
20 FOR F=23489 TO 23530
30 READ A: POKE F,A
40 LET T=T+(F-23479)*A: NEXT F
50 IF T-155655 THEN STOP
60 RANDOMIZE USR 23489
70 DATA 221,33,203,92,17
80 DATA 53,2,62,255,55
90 DATA 205,86,5,48,241
100 DATA 33,217,91,34,179
110 DATA 93,195,147,93,62
120 DATA 91,50,40,128,195
130 DATA 0,128,175,50,229
140 DATA 213,50,72,92,195
150 DATA 225,211
```

Galletron

■ ■ ■
(Bulldog/September 1987) Cheap and cheerful chaseabout.

A short hack for infinite lives - play the original from the start.

```
10 CLEAR 28671: LOAD "" CODE
20 POKE 55601,201
30 RANDOMIZE USR 5e4
40 POKE 53213,0
50 RANDOMIZE USR 39997
```

Galvan

■ ■ ■ ■
(Ocean/December 1986) None too impressive conversion of the Nitchibutsu coin-op.

Type in this program and Run it, then play the game tape from the start. If you get the dreaded "Error In Data" message, then you'll know that you've made a typing mistake.

```
10 REM GALVAN
20 CLEAR 60000: LET T=0
30 FOR N=23296 TO 23414: READ A: POKE N,A: LET T=T+A*N: NEXT N
40 IF T<>344591663 THEN PRINT "Error In Data": STOP
50 RANDOMIZE USR 23296
60 DATA 221,33,203,92,17,234,6,175,214,1,205
70 DATA 86,5,48,241,33,253,94,17,99,252,1,43
80 DATA 3,205,96,91,205,83,91,33,145,252,17
90 DATA 145,251,1,128,0,237,176,62,251,50,
```

```
170
100 DATA 251,50,174,251,50,182,251,33,251,201
110 DATA 34,202,251,205,145,251,33,75,91
120 DATA 17,31,255,1,8,0,237,176,195,243,254
130 DATA 33,0,195,34,128,207,0,0,62,143,50,118
```

Multiface Pokes

```
23290,0 }
23414,0 } Lives
```

Game Over

■ ■ ■ ■
(Imagine/September 1987) Dynamic shoot 'em up for experts only.

Multiface Pokes

```
39333,0 }
38691,0 } Infinite lives

39273,201 }
38631,201 } Infinite power
```

```
32416,0 } Infinite
32378,0 } Grenades
```

```
48790,n n=lives (part 1)
48794,n n=grenades (part 1)
38705,201 Infinite lives (part 2)
38665,0 Infinite power (part 2)
32379,0 Infinite laser power (part 2)
```

Access Code to part 2 18024

Jump to the far side of the barrels, in case they turn out to be mines when you zap them, or jump on top of them so you can shoot the laser turrets. If you find your passage blocked by a mine, shoot other things in the room until your energy is about to drop out then walk into it. This will remove it, so it won't be there when your next man comes up. When you get to the giant Orko, make sure you have shields. Run through him whilst firing and lobbing grenades and you'll get through. This also works with the robots.

Garfield

■ ■ ■ ■
(The Edge/March 1988) Arcade conversion of that fat cat who has to fight the tiredness and hunger.

```
45335,201 Infinite sleep
33595,0 Infinite hunger
```

1
To get past the wall which bounces you, just carry the bone as close to the wall as possible, and drop left. Odie will go over to it and open it up.

2
Kick Odie when he comes near since he drains sleep.

3
Sit down to restore sleep.

4
Light shows you around the cellar.

5
Drinking from Jon's cup will restore sleep fast.

6
Aniseed balls stop sleep from going down.

7
Odie drops anything he is carrying when kicked.

8
Get Odie to help by making him carry some objects.

9
Kick Nermal five times and he'll drop the clockwork mouse. Drop this in the healthfood store (in the TV set) and the shopkeeper will drop the spinach.

10
You can eat anything you can carry, so when you get hungry, drop any object with a use.

Gauntlet

■ ■ ■ ■
(US Gold/February 1988) Conversion of huge four player game involving Druids, Magic and 10p pieces galore...

```
10 REM EXTENDED GAUNTLET HACKS
20 CLEAR 32768: LET T=0
30 FOR N=23296 TO 23320: READ A: POKE N,A: LET T=T+A: NEXT N
40 IF T-2969 THEN PRINT "DATA ERROR": STOP
50 FOR N=N TO 1E9: READ A: IF A<999 THEN POKE N,A: NEXT N
60 RANDOMIZE USR 23296
70 DATA 221,33,218,254,17,81,1,62,255,55
80 DATA 205,86,5,48,241,33,24,91,34,57,255,243
90 DATA 195,0,255,175
100 DATA 50,105,189,50,113,189: REM INFINITE HEALTH
110 DATA 50,55,144: REM INFINITE TREASURE TIME
```



```
120 DATA 62,24,50,87,175: REM NO
GENERATION
130 DATA 33,0,0,34,130,142: REM NO
POISONED FOOD
140 DATA 62,24,50,121,144: REM NO
PLAYER HIT PAIN
150 DATA 175: REM LINKING POKE
(DON'T REMOVE)
160 REM DEEPER DUNGEON POKES
FOLLOW
170 DATA 50,22,174: REM INFINITE KEYS
180 DATA 50,156,148: REM NO BOTTLE
DESTROY
190 DATA 50,162,148,50,164,148: REM
NUCLEAR WEAPONS
200 DATA 50,12,174,50,199,173,50,117,173,
50,158,173,50,240,173: REM WALK
THROUGH WALLS (SAVES USING
SHIFT!)
210 DATA 50,130,169: REM CONTINUOUS
CLOAK
220 DATA 33,0,0,50,55,172,50,110,172,34,
108,172: REM INFINITE POTION EFFECT
230 DATA 62,24,50,254,177: REM BIG
BOOTS
240 DATA 62,24,50,254,177: REM INFINITE
POTIONS
250 DATA 62,24,50,116,146: REM SHOOT
THROUGH WALLS
260 DATA 33,62,192,34,113,151,175,115,151:
REM CONTINUE WHEN DEAD
270 DATA 33,29,20,39,78,156: REM WALLS
TO EXITS
280 DATA 62,24,32,90,173,62,255,50,96,173:
REM BIG POCKETS
290 DATA 62,201,32,193,159: REM NO
NON-GENERATED MONSTERS
300 DATA 195,0,132,999: REM END
MARKER
```

Have you ever got to a high level in *Gauntlet*, and died because you couldn't get to the fire button quick enough to reincarnate your mate? Well, go back to the start, press all the necessary keys to get the border flashing and instead of playing the start of side two, hold down the Break key and hit Enter repeatedly until 'Stop The Tape' appears. The Level 1 appears, but you'll start where you last finished.

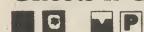
Gerry The Germ



(Firebird/January 1986) An arcade adventure telling the story of Gerry travelling through a 'body-wody'

If you press the keys 'RVMN' and any direction key you go on to the next screen (except the heart screen).

Ghosts'n'Goblins



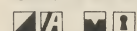
(Elite/April 1986) Classical smooth scrolling shoot 'em up.

This hack'll give you infinite lives, and all you have to do is type it in and use it to load your original tape...

```
10 CLEAR 65000
20 LOAD ""CODE
30 POKE 65277,200: POKE 65281,245: POKE
65256,111: POKE 65257,85
40 FOR N=65477 TO 65496: READ A: POKE
N,A: NEXT N
50 RANDOMIZE USR 65224
60 DATA 33,208,255,34,174,96,1,112,234,197,
201,33,191,194,34,217,140,195,3,128
```

```
33352,201      Lives
33433,201      Xtra Speed
```

Ghost Hunters



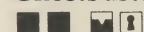
(Code Masters/June 1987) Okay cheapie arcade adventure set in several haunted houses.

Type this in for infinite macho energy.

```
10 LOAD ""CODE
20 FOR F=23354 TO 23360
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 23296
50 DATA 175,50,214,216,195
60 DATA 69,178
```

Press P to pause the game, then type (don't press the keys simultaneously), ghost (with Caps Shift). When you press the T, the teleport will be activated. Use the keyboard to travel around the mansion (each room has its own room except one or two). Press Space to continue the game. N.B. You are sometimes aborted without reason!

Ghostbusters



(Activision/March 1985) An arcade adventure based around the streets of New York in your attempt to stop the ghosties taking over.

When you're asked what type of car you want, try typing 0 (zero) and see what happens...

To start off with \$85,000, enter CODEBUSTERS as your name and use the account number 00166605

To add Pokes to *Ghostbusters* you have to create a new header to stop the program from auto-running. First off type in this new header;

```
100 CLEAR 32000
110 FOR X=35000 TO 35028
120 READ A: POKE X,A
130 NEXT X
140 PRINT "Start tape and press any key"
145 STOP
150 IF INKEY$="" THEN GO TO 150
160 RANDOMIZE USR 35000
170 DATA 221,33,196,136,17,17,0,175,205,
194,4,201,0,66,85,83
180 DATA 84,72,69,65,68,69,82,66,3,0,128,4,3
```

Save this onto a blank tape and then Run it. Now, listen to the *Ghostbusters* master tape and stop it just after the initial header (the first screech you hear on the tape). Remove the master tape (without rewinding it!) and replace it with the tape containing the false header. Type 'LOAD ""' and, as soon as the header's loaded, swop the tapes around again and start the master tape up. Then, when the OK message appears, stop the tape (don't rewind it) and type in the following as a direct command;

```
POKE 24578,251: POKE 24579,207:
RANDOMIZE USR 24527
```

Now press enter and, ignoring the message on screen, type;

```
CLEAR 40000: NEW
```

Enter the following program and Run it;

```
100 FOR x=56490 TO 56510
110 READ a: POKE x,a
120 NEXT x
130 DATA 175,50,141,159,50,255,156,50,177,
158,50,189,164,62,167
140 DATA 50,0,157,195,0,131
150 RANDOMIZE USR 56444
```

You'll find that you'll never lose a 'buster once slimed, a single trap will be sufficient because it never fills up, and your backpacks will never discharge unless you cross beams.

Glider Rider



(Quicksilva/November 1986) Tricky-to-handle hang gliding game.

This hack works with both the 48K and 128K versions of the game, but if you're using the 128K version remember to type it in in 128K Basic Mode or you won't get the cute music.

```
10 CLEAR 24570: LOAD "" SCREEN$
20 LOAD "" CODE
30 POKE 34391,0: REM INFINITE BOMBS
40 POKE34818, 0: REM INFINITE TIME
50 POKE 37441,0: REM STOP LASERS
FIRING
60 POKE 34973,0: REM INFINITE ENERGY
70 RANDOMIZE USR 24579
80 REM THE FOLLOWING LINES ARE
ONLY TO BE USED ON THE 128K
VERSION
90 POKE 23888,17: LOAD "" CODE
100 POKE 23888,20: LOAD "" CODE
110 POKE 23888,16: PAUSE 1:
RANDOMIZE USR 24576
```

Goonies



(US Gold/January 1987) A platform game based on the film of the same name involving you and many pieces of gold...

Multiface Poke
33400,183

lives

Grand Prix Simulator



(Code Masters/December 1987) Hugely successful though limited racing game.

There is a fault in the first level - If you lap the computer's car you have to do an extra lap. Doesn't seem to have any cures as yet, so don't get too cocky and just stay behind the car until the finish.

Great Escape



(Ocean/January 1987) 3D exploration from Denton with WWII background.

Multiface Poke
41953,183

Energy

Great Gurianos



(Hit Pak/August 1987) Part of the Trio compilation.

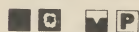
Here's a quicky for those infinite lives...

```
10 CLEAR 6E4: LOAD "" CODE
20 FOR F=64512 TO 64518
30 READ A: POKE F,A: NEXT F
40 POKE 65226,252
50 RANDOMIZE USR 64750
60 DATA 175,50,101,130,195
70 DATA 0,91
```

Multiface Poke
34962,0

lives

Green Beret



(Imagine/June 1986) Horizontally scrolling beat 'em up type of game. Cloned by others many times.

The Original Speedlock Hacker is providing the infinite lives for this one.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
```

```
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 17,241,130,0,0,169,133,0,255,84,
133,9,62,182,50,180,162,195,0,128,1282793
```

Multiface Pokes

42076,0	Lives
46377,8	Xtra fire power
44607,0	No mines
47183,0	No mortals

Greyfell



(Starlight Software/April 1987) 3D isometric arcade adventure with lateral thinking puzzles aplenty.

Infinite lives, play tape from the start...

```
10 CLEAR 25e3
20 FOR f=65360 TO 65381
30 READ a: POKE f,a: NEXT f
40 LOAD "" CODE 24100
50 POKE 24143,64
60 POKE 24109,255
70 RANDOMIZE USR 24100
80 DATA 205,80,94,33,95
90 DATA 255,17,157,64,1
100 DATA 7,0,237,176,201
110 DATA 175,50,230,223
120 DATA 195,157,127
```

Hitormis requires a book of spells, and will say "Fe2Cu".
Potbellius requires a beer tankard, and will give you an eye.
Offalorin requires a pistol, and will give you a phone. He will say "Fruit 4 me". If you give him four fruits, then he will give you Skull key 2.
Willy requires a whistle and gives you a pistol.
Blotto requires a carrot, and will give you an iron.

'B I' is written on a door which can be unlocked with a Bee and then an Eye. Inside you'll find the invisibility potion, which will enable you to pass the sleeping dragon. Hitormis will walk on and give you the clue "South West?". From the dragon's cave you will get Skull key 1. 'Fe2Cu' will be given as a clue. You must give an iron to the policeman, and he will give you a bee.

'IC1bB4UXit' will be spoken by Potbellius when you first meet him. If you give him the money bag, then a door in the pub unlocks. The money bag is found in a room which is pitch black unless you carry the candle, which is found just outside. If you put the ring on the phone, then it will ring. After a while, a message will appear. It will read "Make red flag", and you must put a hammer on a sickle. The hammer is to be found in the annex, behind a locked door which is opened with a 'X', found in another hut. To get into the annex hut, you must unlock the outside door with an acorn. There will be a picture of an acorn on the door, and the acorn will be nearby in the village. The sickle can be found in the pub room, and when put on the hammer, the Skull 3 key will be formed.

If you put all three Skull keys in the Skull door, then the Skull will open, giving you access to the Mauron caverns.

In one of the secret caverns, you will find a pepper pot. Mauron's only weakness is the fact that he is allergic to pepper. You must fight your way to his throne past moats full of crocodiles, ravines, darts, arrows, etc. Once there, you must use the pepper pot before he saps all of your stamina, and he will sneeze himself to death. You must take the orb, drop through the correct trap door to the caverns, and return the way you came, without being killed by the sentry tomatoes. Once in the village, you must put the orb in the cup to win.

Gryzor



(Ocean/March 1988) Coin-op conversion that stretched the Speccy's resources most impressively.

Take advantage of these infinite lives care of the Speedlock III Hacker.

```
10 CLEAR 45e3: LET t=0
20 FOR f=3e4 TO 30139
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1077568 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-30130)*a: NEXT f
100 IF t<>a THEN STOP
110 LOAD ""CODE: RUN USR 3e4
120 DATA 42,188,117,221,33
130 DATA 182,117,6,6,197
140 DATA 221,78,0,221,35
150 DATA 6,0,197,229,17
160 DATA 20,116,237,176,33
170 DATA 49,116,126,254,249
```


180 DATA 32,2,54,0,33
 190 DATA 36,116,126,254,249
 200 DATA 32,2,54,0,235
 210 DATA 54,201,205,20,116
 220 DATA 225,193,9,193,16
 230 DATA 209,42,188,117,1
 240 DATA 112,11,9,1,100
 250 DATA 0,62,243,237,177
 260 DATA 43,1,0,4,237
 270 DATA 66,17,169,250,1
 280 DATA 0,6,237,176,33
 290 DATA 150,117,34,195,254
 300 DATA 195,169,254,1,96
 310 DATA 54,82,50,17,14
 320 DATA 12,24,205,28,254
 330 DATA 33,38,255,1,100
 340 DATA 0,62,217,237,177
 350 DATA 54,72,54,72,43
 360 DATA 54,0,33,190,177
 370 DATA 17,217,254,1,40
 380 DATA 0,237,176,201,17
 390 DATA 36,57,14,25,23
 400 DATA 60,222,62,64,50,14,91,33,236,254,
 17,0,64,1,20,0,237,176,195,0,72,33,9,64,34,24,2
 54,195,0,254,175,50,103,136,195,0,128,118034
 8

1
 Load level one and complete the level.

2
 Load level two, but deliberately lose all your lives.

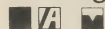
3
 After the Game Over message, choose the restart option.

4
 Rewind to start of tape and load.

5
 Play to Load Error message. Ignore it.

6
 You'll start with 55 lives, and, when you run out, it'll give you 99 more!

Gunfright



(Ultimate/March 1986) More 3D arcade adventuring, zappier than usual, set in the wild west.

This hack'll give you infinite lives (surprise, surprise), loadsamoney and the ability to change the starting bandit.

10 PAPER 0: INK 0: BORDER 0: CLS
 20 FOR F=0 TO 5: PRINT AT 18,0;: IF F=3
 THEN PRINT USR 24576
 30 LOAD "" CODE: NEXT F
 40 POKE 23446,201: PRINT USR 23424:
 POKE 23446,33: POKE 42355,0
 50 POKE 46344,0: POKE 48464,0: POKE
 48544,0: POKE 49745,0: REM INFINITE
 LIVES
 60 POKE 43163,255: REM MONEY
 70 POKE 43154,0: POKE 42082,3: REM
 STARTING BANDIT
 80 PRINT USR 23446

Gyroscope



(Melbourne House/January 1986) Early Marble Madness clone.

Multiface Pokes

53922,0
 54033,201

54354,201

53887,201
 59149,0

Infinite lives
 Roam around at will
 Walk through the nasties
 All of the above
 Holds time at 59 seconds

H

Hacker II

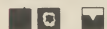


(Activision/March 1987) Clever sequel to the classic hacking game.

When logging on, type any of these for replies and other weird and wonderful things...

RED 7	WHITE 6
BLUE 1	ROA
00987	COVER
YASHAR	WOGAN
HIPPY	

Hades Nebula



(Nexus/September 1987) Slowish scrolling shooter like Uridium at 90°

10 CLEAR 24575: LET T=0
 20 FOR F=23485 TO 23525

30 READ A: POKE F,A
 40 LET T=T+(F-23475)*A: NEXT F
 50 IF T-127332 THEN STOP
 60 LOAD "" CODE: POKE 65134,1
 70 RANDOMIZE USR 65088
 80 DATA 205,189,254,33,209
 90 DATA 91,17,0,64,1
 100 DATA 25,0,237,176,62
 110 DATA 64,50,134,254,201
 120 DATA 33,14,64,17,11
 130 DATA 96,1,10,0,237
 140 DATA 176,195,0,96,175
 150 DATA 50,219,194,195,48
 160 DATA 117

Hall Of Things



(Design Design/January 1983) Frantic early Speccy shoot 'em up.

Type this hack in and run it (remember to have your master tape handy)...

10 LOAD "" CODE 61263
 20 FOR X=61441 TO 61454: POKE X,0:
 NEXT X
 30 POKE 61440,201: POKE 61650,249
 40 POKE 61724,27: POKE 61725,241
 50 POKE 61549,64: POKE 61550,148
 60 RANDOMIZE USR 61441
 70 FOR X=61440 TO 61451: READ Z: POKE
 X,A: NEXT X
 80 DATA 17,0,96,33,64,156,1,0,64,237,
 176,201
 90 RANDOMIZE USR 61440

Once you've got that in, type POKE 32717,0 for infinite energy or no wounds; POKE 35923,n where n is your starting magic and then RANDOMIZE USR 24567 to start the game

Head Over Heels



(Ocean/June 1987) Best of all the 3D isometric games, with two characters and loads of challenging puzzles.

You want some infinite lives? Here's some, care of the Original Speedlock Hacker...

```

10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 19,209,252,166,255,123,255,69,
252,55,255,175,50,211,164,195,48,112,1293129

```

Multiface Pokes

43132,0	Immunity
42195,0	Lives
35315,0	Super-jumps!

Heartland



(Odin/October 1986) Atmospheric fantasy arcade adventure - with colour!

Using the original Speedlock Hacker, here's your infinite time and lives.

```

10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
102 POKE 23460,93

```

```

104 POKE 23463,167
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 28,169,232,0,0,93,235,170,232,22,
235,15,62,201,50,94,0,50,233,0,195,168,97,129
4425

```

Heavy On The Magick



(Gargoyle/July 1986) Totally novel and brilliant interactive graphic adventure.

To reach the Collodon's Pile exit, perform the following 45 steps...

```

1
Get Grimoire

2
E, N, N, E, E, E

3
"DOOR, SILENCE"

4
N (You will now be granted the Magick Grade of Zelator!)

5
S, W, W, W, N, E

6
BLAST, BLAST, BLAST (or as many as it takes)

7
N, NE

8
PICK UP NOUGAT

9

```

```

SE, S, S, SW, SE

10
BLAST, BLAST, BLAST (or as many as it takes)

11
PICK UP SCROLL, TRANSFUSION, TRANSFUSION.

12
NW, NE, N, N, NW, SW, S, W, W

13
BLAST, BLAST, BLAST (or as many as it takes)

14
PICK UP CLASP (this enables you to walk through the fire)

15
E, S, S, E, E, E

16
PICK UP SCROLL

17
W, W, W, N, N, E, N, NE, SE, N, S, W, SW, SE

18
EXAMINE TABLE

19
PICK UP NUGGET, DROP NOUGAT (geddit? groan!) (you can now destroy werewolves just by walking through them)

20
NW, NE, W, N, SW, SW, E, S, S, NW

21
"DOOR, WOLF" (the door opens)

22
N, NW, W, W, S, E, E

23
PICK UP GARLIC, PICK UP BAG

24
W, W, N, E, NE, SE, NE, SE, SW, E, NE, E, S, S

25
PICK UP LOAF, W

26
"DOOR, LUNACY" (the door opens)

27
N, DROP CLASP, PICK UP KEY

28
SW, W, SW, S, S, NW

29
EXAMINE TABLE, DROP KEY (the door opens)

30
N, W, EXAMINE TABLE, DROP BAG (the

```


door opens)

31
N, SW, SE, SW, E

32
EXAMINE CHEST, PICK UP SLAT

33
W, NE, W, N, N, PICK UP KEY, E, S, SE, NE

34 DROP SLAT

35
SW, N, N, NE, E, NE, S, E, N, N, W, SW, W,
NE, NW, SW, NW, W

36
PICK UP KEY

37
E, SE, NW, SE, SW, E, NE, E, S, S, W, N, SW,
W, SW, S, S, NE

38
EXAMINE TABLE, DROP KEY

39
SW, NW, N, W, RIGHT, PICK UP BAG

40
E, S, SE, NE

41
DROP NUGGET, DROP GARLIC

42
SE, E, RIGHT, DROP BAG, N, SE, S, S, W
(the slat kills the Cyclops)


43
W, W, LEFT, DROP KEY (the door opens)

44
N, SW, W

45
"DOOR, ELEVEN", N

Made it! You're now at the exit to
Collodon's pile!

Heist 2012

 (Firebird/November 1987) Dreary platform
game.

No messing, let's get straight to the hacks –
and a quicky into the bargain...

10 BORDER 0: PAPER 0: INK 5: CLEAR
25999
20 LOAD "" CODE: POKE 36106,12: POKE
36190,12: RANDOMIZE USR 32766

Helichopper

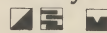
 (Firebird/August 1986) Eldery helicopter shoot

'em up.

When you get to the menu screen press 3, 7,
9, 0, simultaneously for a nice blue screen.
Now type any of these;

forever	Infinite lives
clear	Immortality
show	Demo instead of going back to the menu after the scoring system
screen	Re-enter cheat mode, followed by a number between 1-23 to start the game on that screen. Note you will not be allowed to complete it.
main	Immortality and Infinite lives
restart	Kills all the cheat modes installed

Henry's Hoard

 (Firebird/November 1986) Collect the set type
platform game.

Another quickie for infinite lives, just type
it in and use it instead of your original
header.

10 CLEAR 65535: FOR N=65000 TO 65012:
READ A: POKE N,A: NEXT N
20 LOAD "" CODE
30 POKE 64776,201: RANDOMIZE USR
65000
40 DATA
205,238,252,175,50,233,135,33,8,253,54,49,233

Highlander

 (Ocean/1987) Unexciting film tie-in.

The easiest way to beat your opponent is to
kneel down and keep performing a high
block so that whenever your opponent hits
you, his energy falls and not yours!

Highway Encounter


 (Vortex/July 1986) Spanky sequel to Alien
Highway.

Just type this hack in and Run it. If you get
"Data Error", check the Data lines as you'll
have probably made a typing error
somewhere. If all's well, start the game
tape from the start.

20 CLEAR 65535: LET T=0

30 FOR N=50038 TO 50147: READ A: POKE
N,A: LET T=T+A: NEXT N
40 IF T-14009 THEN PRINT "DATA
ERROR": STOP
50 FOR N=N TO 1E9: READ A: IF A<999
THEN POKE N,A: NEXT A
60 RANDOMIZE USR 50050
70 DATA 33,0,0,34,122,255,33,228,195,17,
113,255
80 DATA 1,11,0,237,176,195,60,255,221,33,
203,92
90 DATA 17,154,6,55,62,255,205,86,5,48,
241,243
100 DATA 33,253,94,17,171,252,1,246,2,62,
202
110 DATA 205,209,195,33,217,252,84,93,213,
1,200,2
120 DATA 62,132,205,209,195,225,17,80,195,
1,38,0
130 DATA 237,176,33,99,195,34,104,195,34,
108,195
140 DATA 33,89,195,34,116,195,195,80,195
150 DATA 221,33,82,0,221,229,221,33,141,98
160 DATA 221,229,221,225,237,79,195,141,
98,175
170 DATA 50,19,154,50,244,153: REM
INVINCIBLE
180 DATA 50,53,137: REM STOP TIME
190 DATA 999: REM DATA END MARKER


Hive

 (Firebird/March 1987) Clever but ultimately
too obscure 3D vector graphics game.

Normal rules apply here, except that you
shouldn't have your Kempston Joystick
attached – otherwise the program will
crash.

10 CLEAR 28300
20 LET T=0
30 FOR N=65508 TO 65535
40 READ A: POKE N,A: LET T=T+A*PEEK
A: NEXT N
50 IF T-447152 THEN PRINT "DATA
ERROR": STOP
60 RANDOMIZE USR 65508
70 LOAD ""
80 DATA 243,62,56,237,71,237,94,251,201,50,
201,150
90 DATA 241,255,237,77,245,62,167,50,21,
133,24,241
100 DATA 0,0,0,24

Howard The Duck

 (Activision/July 1987) In his island adventure,
Howard has to get his way around the nasties
without falling in the water.

For infinite time and so the nasties don't
come at you, type this in and then use it to
load up your original tape.

10 CLEAR 24575
20 LOAD "" CODE 65024
30 POKE 65076,91

40 FOR F=23544 TO 23550
 50 READ A: POKE F,A: NEXT F
 60 RANDOMIZE USR 65024
 70 DATA 175,50,125,223,195
 80 DATA 248,192

Hydrofool

(FTL/August 1987) *Wacky 3D Sequel to Sweevo's World*

Horseshoes KILLS the sea

Harpoon horses
 KILLS the baby
 Hook whale
 KILLS the wolf
 Spoon fish
 KILLS the
 jellyfish
 Nothing KILLS the
 piranha

For an infinite 'rustometer', type this in and use it to load the original game tape.

10 BORDER 0: POKE 23693,0
 20 CLEAR 24799: LOAD ""CODE
 30 LET A=63994: POKE A,26
 40 POKE A+1,101: POKE A+53,34
 50 POKE A+54,101: RUN USR 6e4

Multiface Pokes

25883,0 }
 25887,0 }
 25891,0 }
 25900,0 }
 25906,0 } Immunity

I

I, Ball

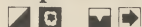
(Firebird/November 1987) *Neat £1.99 shoot 'em up.*

Here's a hack for infinite lives and time using the Firebird Hacker

10 LET T=0
 20 FOR F=32768 TO 32876
 30 READ A: POKE F,A
 40 LET T=T+(F-32758)*A: NEXT F
 50 IF T-679460 THEN STOP
 60 FOR F=32877 TO 1E9: READ A
 70 IF A>256 THEN GO TO 100
 80 POKE F,A
 90 LET T=T+(F-32867)*A: NEXT F
 100 IF T-A THEN STOP
 110 LOAD "" CODE: RUN USR 32830
 120 DATA 50,21,255,122,254
 130 DATA 46,192,62,50,50
 140 DATA 84,205,33,21,255
 150 DATA 34,85,205,62,195
 160 DATA 50,58,0,33,32
 170 DATA 128,34,59,0,195
 180 DATA 0,0,50,107,92
 190 DATA 33,114,128,17,0
 200 DATA 0,1,0,0,237
 210 DATA 176,195,61,0,128
 220 DATA 223,181,209,177,144
 230 DATA 141,139,151,206,198
 240 DATA 199,200,237,123,112
 250 DATA 128,62,205,50,84
 260 DATA 205,33,0,128,34
 270 DATA 85,205,33,109,128
 280 DATA 126,50,22,128,50
 290 DATA 28,128,50,31,128
 300 DATA 50,40,128,50,48
 310 DATA 128,35,126,50,42
 320 DATA 128,35,126,50,39
 330 DATA 128,195,0,205
 340 DATA
 91,11,210,56,199,175,50,16,192,50,75,193,195,
 56,207,710727

Multiface Pokes

45188,0 Infinite Missiles
 49165,0 }
 48790,0 } Infinite Lives
 49781,33 No gun overheat

Implosion

(Cascade/December 1987) *Uninspired shoot 'em up in last mission mode.*

Press Z to dive under the grid and catch the crystals for extra shield power. Shoot the pods for extra energy too!

And for the hackers, type this in for your infinities....

10 CLEAR 24499: LOAD "" CODE 24500
 20 POKE 24557,201
 40 RANDOMIZE USR 24500
 50 POKE 38029,0: REM INFINITE ENERGY
 60 POKE 34278,0: REM INFINITE FUEL
 70 POKE 37714,0: REM INFINITE AMMO
 80 POKE 34419,0: REM INFINITE LIVES
 90 RANDOMIZE USR 32768

Impossaball

(Hewson/March 1987) *Bouncy ball game in 3D.*

Various options, play the tape from the START.

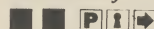
10 CLEAR 25599: LET t=0
 20 FOR f=65437 TO 65479: READ a

30 POKE f,a: LET t=t+(f-65427)*a
 40 NEXT f: READ a: IF t<>a THEN STOP
 50 FOR f=65480 TO 1e9: READ a
 60 IF a=999 THEN RANDOMIZE USR 65437
 70 POKE f,a: NEXT f
 80 DATA 221,33,0,252,17
 90 DATA 0,3,62,255,55
 100 DATA 205,86,5,48,241
 110 DATA 33,0,252,17,255
 120 DATA 251,1,19,0,237
 130 DATA 176,62,201,50,18
 140 DATA 252,205,255,251,33
 150 DATA 200,255,34,127,254
 160 DATA 195,58,254,184,112
 170 DATA 62,liv,50,155,160
 180 DATA 62,lev,50,130,160
 190 DATA 175,50,74,147
 200 DATA 175,50,225,160
 210 DATA 195,0,128,999

Lines 170 to 200 can be deleted if required. Line 170 gives the number of lives (1-255), line 180 gives the start level -1, so for level 5 you'd have 62,4,50,...., line 190 gives infinite time and line 200 gives infinite lives.

Multiface Pokes

41185,0 Lives
 37706,0 Time

Indiana Jones

(US Gold/November 1987) *Another monochrome arcade conversion*

Multiface Pokes

33948,0 Infinite Lives

On level one, go forward, up, forward,

down, down, down, down, down, left, across, forward, up, left, across, left, down, forward, down, forward, up, right, up, right, up, left, up, up, left, up, left, up, left, up, kill snake and go into cave. You are now on level two. Once in the mining carts, pull back on the joystick and press fire. Hold it like that and you'll complete the mining section.

If you type 'jingo' into the selection screen you'll get infinite lives.

Infiltrator

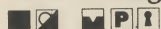


(US Gold/June 1985) Unfashionable search and destroy mission type game

ENEMY CODES FRIEND CODES

Boomer	Whipple
Zippy	Haymish
Rhambow	Napples
Scum	Gizmo
Buzz	Seth
Rattie	Gomer
Komie	Geoff
Weasle	Dweezil

Into The Eagles Nest



(Pandora/May 1987) Second World War Gauntlet clone

Play the original tape from the start. DO NOT delete line 90 but you can delete the other data lines, each gives an infinite something, shown in the data statements.

10 CLEAR 57344: LOAD ""CODE
20 POKE 58726,175
30 FOR F=58727 TO 1e9: READ A
40 IF A=999 THEN RUN USR 58368
50 POKE F,A: NEXT F
60 DATA 50,32,143: REM ammo
70 DATA 50,64,158: REM keys
80 DATA 50,176,160: REM hits
90 DATA 201,999: REM end mark

When you select the LOAD DATA option (option 9) you are asked for a password, type 02303104. The following cheats can be accessed by getting a high score, then typing the password as your name (N.B. You have to type the spaces);

DAS CHT	Infinite hits
DAS NME	Get rid of nasties
DAS MAP	Map mode. When the game starts you control the cursor. Use the

keys/joysticks to move it around to get a 'feel' of the map, Fire puts you up a level. In the corner you will find a hex address, this is the memory location of where your cursor is situated (useful if you want to write a screen editor). You also get a score of 100,000, useful for using the other cheats).

MAP OFF

Turns the map off.

These passwords also return some interesting replies, although they don't actually aid your gameplay.

CRASH	SIMON
VERSION	AAAAAAAAA
[nothing - just press Enter]	

Multiface Pokes	
36640,0	}
36641,0	} Infinite Ammo
40512,0	}
40513,0	} Keys
41136,0	}
41137,0	} No hits

J

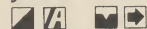
Jack The Nipper



(Gremlin/November 1986) Cheeky arcade adventure involving all kinds of nawty pranks.

Multiface Pokes	
44278,58	}
44285,58	} Immunity

Jackle and Wide



(Mastertronic/November 1987) Cheap, but good value schizo arcade adventure.

Line 40 gives infinite time, line 50 gives infinite strength and line 60 stops GAME OVER when you touch a nasty.

10 CLEAR 24999
20 LOAD ""SCREEN\$
30 LOAD ""CODE
40 POKE 45545,0
50 POKE 39248,0
60 POKE 46029,0
70 RANDOMIZE USR 25e3

To complete *Jackle and Wide*, first get the sea-sickness pill, as this stops the flood water in the first sewer. Pick up the vanishing hero and axe, but not the sparkling gem as this has no use. Cut a path to sewer seven with the axe, go above it and drop the axe. Go to the side of the rock and drop the vanishing hero: the rock will disappear. Take the key and sponges, but not the wine. Drop the key into keyhole three as this is the safe one, then travel up to the last sewer. Make sure you have the three large sponges, 'cos if you fire these at the floating spikes you regain your strength.

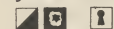
Jailbreak



(Konami/October 1986) A bad attempt to convert the coin-op of the same name.

Multiface Poke	
50651,0	Lives

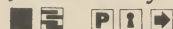
Jason's Gem



(Mastertronic/June 1985) Lunar Lander for players not interested in graphics.

Load the game as normal, then press W, A and S at the same time - you should hear a little beep, and there you have it, infinite lives!

Jet Set Willy



(Software Projects/April 1985) Even though this game itself was a sequel, it marked the start of the biggest craze in computers – the platform game.

Type 'WRITETYPYR' to get into the table.

Multiface Pokes

34785,n-1	'x' lives (maximum 32)
35899,0	Infinite Lives
34795,n	Start at room n, normally n=33
41983,255-n	The number of objects (normally n=83)

Try: FOR F=44800 TO 44928: POKE F,PEEK (F+512): NEXT F and one of Matthew Smith's unused sprites is revealed – you'll see the penknife change into a top hat. To see another one alter the 512 to 640, run it again and you'll get a rotating periscope.

Jet Set Willy II



(Software Projects/March 1985) Jet Set Willy

plus squillions of extra screens.

Here's a quick hack for infinite lives which also lets you choose the start room (contained in the variable ROOM) and the number of objects you need to complete the game (contained within the variable OBJ).

```
10 CLEAR 64999
20 LET OBJ=150
30 LET ROOM=32
40 FOR N=65000 TO 65047: READ A: POKE N,A: NEXT N
50 PAPER 0: INK 0: BORDER 0: CLS
60 RANDOMIZE USR 65000
70 DATA 221,333,0,64,17,56,185,62,255,55,
205,86,5,243,48,240
80 DATA 33,6,254,17,197,100,1,59,0,237,176,
195,0,95
90 DATA 62,195,50,22,122
100 DATA 62,OBJ,50,126,135
110 DATA 62,ROOM,50,75,117
120 DATA 195,0,112
```

Joe Blade

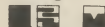


(Players/February 1988) A graphically spiffy arcade adventure

Infinite strength and time when defusing bombs, play the tape from the start.

```
10 CLEAR 32767: LOAD ""CODE
20 FOR F=65469 TO 65478
30 READ A: POKE F,A: NEXT F
40 POKE 65092,106
50 RANDOMIZE USR 65088
60 DATA 175,50,121,124,50
70 DATA 165,147,195,55,139
```

Judge Dredd



(Melbourne House/February 1987) Platformy beat 'em up based on old stone-face.

Quick'n'simple hack for infinite lives here, just type it in and use it to load up your master tape...

```
10 CLEAR 24700: LOAD ""SCREEN$:
LOAD ""CODE
20 POKE 24936,24: RANDOMIZE USR
24736
```

K

K-Ring



(Ariolasoft/December 1987) Graphical alien blaster.

For infinite lives, Merge the loader and add this line then Run and restart the tape:

```
15 POKE 33636,0
```

Kai Temple



(Firebird/March 1987) Unpolished Shao-Lin's Road clone

Multiface Pokes

47783,0	}
47824,0	} Infinite lives

Kat Trap



(Streetwise/January 1987) Arcade adventure based on mysterious planet.

```
10 LET t=0: FOR f=3e4 TO 30016: READ a
20 POKE f,a: LET t=t+(f-29990)*a: NEXT f
30 READ a: IF t<>a THEN STOP
40 RANDOMIZE USR 3e4
50 DATA 205,86,5,221,33
60 DATA 215,253,17,0,1
70 DATA 62,255,55,205,86
80 DATA 5,201,33907
90 POKE 65136,220: POKE 65137,255
100 LET t=0: FOR f=65500 TO 65507
110 READ a: POKE f,a
120 LET t=t+(f-65490)*a: NEXT f
130 READ a: IF t<>a THEN STOP
140 RANDOMIZE USR 65024
150 DATA 62,45,50,63,121,195,0,108,8989 :
REM for infinite lives
150 DATA 62,liv,50,178,114,195,0,108,8989 :
REM for x lives
```

Also need this line if using x lives:

```
125 LET t=t-(11*liv)
```

Kickboxing



(Firebird/February 1987) Bad 3D martial arts game.

Infinite endurance and bonus care of the Firebird Hacker.

```
10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255
150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
```



```

170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 91,11,196,224,96,175,50,196,217,
50,165,221,195,9,217,716358

```

Kinetik



(Firebird/March 1987) Frustrating sci fi extravaganza.

```

10 LET T=0
20 FOR F=32768 TO 32876
30 READ A: POKE F,A
40 LET T=T+(F-32758)*A: NEXT F
50 IF T-679460 THEN STOP
60 FOR F=32877 TO 1E9: READ A
70 IF A>256 THEN GO TO 100
80 POKE F,A
90 LET T=T+(F-32867)*A: NEXT F
100 IF T-A THEN STOP
110 LOAD "" CODE: RUN USR 32830
120 DATA 50,21,255,122,254
130 DATA 46,192,62,50,50
140 DATA 84,205,33,21,255

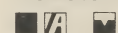
```

```

150 DATA 34,85,205,62,195
160 DATA 50,58,0,33,32
170 DATA 128,34,59,0,195
180 DATA 0,0,50,107,92
190 DATA 33,114,128,17,0
200 DATA 0,1,0,0,237
210 DATA 176,195,61,0,128
220 DATA 223,181,209,177,144
230 DATA 141,139,151,206,198
240 DATA 199,200,237,123,112
250 DATA 128,62,205,50,84
260 DATA 205,33,0,128,34
270 DATA 85,205,33,109,128]
280 DATA 126,50,22,128,50
290 DATA 28,128,50,31,128
300 DATA 50,40,128,50,48
310 DATA 128,35,126,50,42
320 DATA 128,35,126,50,39
330 DATA 128,195,0,205
340 DATA 93,8,171,236,94,175,50,46,242,195,
68,197,704679

```

Kokotoni Wolf



(Elite/January 1985) Time-hopping the universe of an evil God

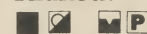
Take the invincibility hack against the nasties.

```

10 POKE 23693,4: CLEAR 24100: LOAD
""CODE
20 LOAD "" CODE: RANDOMIZE USR
65100: LOAD ""CODE
30 POKE 28929,8: POKE 28934,8: POKE
28939,8
40 RANDOMIZE USR 41712

```

Krakout



(Gremlin/April 1987) Horizontal Breakout clone that failed to impress.

Infinite bats, play tape from the start.

```

10 CLEAR 65535
20 LET d=3e4: FOR f=1 TO 10
30 READ a$,a: LET t=0
40 LET c=f+999: FOR g=1 TO 5
50 LET b=(CODE a$(g*2-1)-48-7*(CODE
a$(g*2-1)>57))*16+(CODE a$(g*2)-48-
7*(CODE a$(g*2)>57))
60 POKE d,b
70 LET t=t+b: LET d=d+1
80 IF d=30041 THEN LET d=65192
90 NEXT g
100 IF t<>a THEN PRINT "Error in line ";c:
STOP
110 PRINT "Line ";c: OK"
120 NEXT f: RANDOMIZE USR 3e4
1000 DATA "DD21CB7F11",601
1001 DATA "40013EFF37",437
1002 DATA "CD560530F1",585
1003 DATA "3E8032F67F",613
1004 DATA "3EFE322F80",541
1005 DATA "C3F47F80DF",917
1006 DATA "B5D1B1908D",852
1007 DATA "8B97CEC6C7",893
1008 DATA "C8AF32E5B5",835
1009 DATA "C3A88B0000",502

```

Multiface Pokes
46565,0

Infinite lives

L

Legend Of Kage

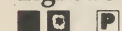


(US Gold/November 1986) Simple and unattractive scrolling martial arts game.

Multiface Pokes
30609,200

Infinite Lives

Light Force



(FTL/September 1986) Psychedelic shoot 'em up.

Multiface Pokes
40725,0

Infinite Lives

Locomotion



(Mastertronic/May 1985) Cunningly simple keep the train going game.

You'll get infinite stopclock with this little hack, oh, and here's a quick tactics hint; freeze train, build track, unfreeze train...

```

10 CLS: LET A=63000: FOR F=0 TO 4
20 LET T=0: FOR N=0 TO 9: READ A:
POKE A,S: LET T=T+S: LET A=A+1: NEXT
N
30 READ B: IF T<>B THEN PRINT "ERROR
IN LINE "; 100+F*10: STOP
40 NEXT F

```

50 PRINT AT 10,0;"PLAY TAPE FROM
START"

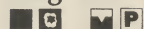
```

60 RANDOMIZE USR 63000
100 DATA 221,33,203,92,17,141,0,55,62,255,
1079
110 DATA 205,86,5,48,241,33,48,246,34,85,
1031
120 DATA 93,195,38,93,205,86,5,33,60,246,
1054
130 DATA 34,187,92,195,0,91,205,86,5,62,957
140 DATA 195,50,200,152,195,232,195,0,0,0,
1219

```


M

Mag Max



(Imagine/February 1987) Horizontal shoot 'em up with tiny graphics and impossible gameplay.

This routine uses the Speedlock Hacker for infinite lives.

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,191,232,229,116,238,0,133,65,
238,205,132,73,136,34,136,233,135,175,50,107,
228,49,167,97,195,0,192,87510
```

Multiface Pokes

58472,12

Infinite Lives

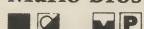
Marble Madness Construction Set



(Melbourne House/September 1986) 'Build your own game' add-on for original classic game.

For infinite time, Merge the loader and then add POKE 39579,0 in line 40 in front of the RANDOMIZE USR 59e3 - then all you have to type is RUN!

Mario Bros



(Ocean/November 1986) Fun little beat 'em up come platform game.

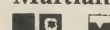
```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
102 POKE 23459,170 :REM for infinite Pow
103 POKE 23462,197 :REM for infinite
bonus time
104 POKE 23464,lives
105 POKE 23469,bonus time
106 POKE 23474,level
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 15,145,252,0,0,68,255,69,252,243,
254,28,175,50,138,138,0,50,228,0,62,5,50,187,1
96,62,30,50,25,199,62,1,50,195,196,195,0,180,1
349701
```

Multiface Pokes

44079,0

Infinite Lives

Martianoids

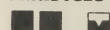


(Ultimate/June 1987) 3D shoot 'em up with nice graphics but not much in the way of gameplay.

Here's a quicky for infinite lives, just type it in and use it to load your original.

```
10 CLEAR 24576: LOAD ""CODE
20 RUN USR 24576: LOAD ""CODE
30 POKE 46793,0: RUN USR 24576
```

Masters Of The Universe



(US Gold/March 1987) Arcade adventure with jerky graphics and no gameplay.

Line 45 gives infinite moons and line 47 stops the nasty coming out of the swamp in screen 1. Either can be deleted - play your original game tape from the start.

```
45 POKE 25451,60
47 POKE 27107,0
100 MERGE "" : RUN
```

Mercenary



(Ocean/September 1987) A legend in 3D simulators. Brilliant.

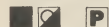
For a start you need the photon emitter to see when entering dark rooms. You'll also need the six keys to get various useful objects. The shape of the doors refers to the shape of the key needed, except rectangular doors, which don't need a key. The 'power amp' allows you to reach the 'Palyar Colony Craft' when using the 'Dominion Dart' space craft. Here is a short list of useful reference numbers (All the following numbers are positive):

03-15	Hanger (interstellar craft)
03-00	Hanger (Mechanoid craft)
09-06	Hanger
09-05	Hanger (GBV craft)
81-35	Hanger (Gold is near)
11-13	Hanger
12-13	Jordan Airport (with GBV craft)

If you want to blow away a Commie 64 (C=) sign, there is one at 13-04. To earn money, take 'energy crystal' to either energy room, take 'useful armament' to armoury, take 'large box' to stores, take 93921 supply to conference room, take 'catering

provisions' to kitchen, or take Mechanoid to interview room.

Metrocross

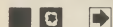


(US Gold/June 1987) Official licence from the race-against-time arcader.

Multiface Pokes

43006,195 }
44490,0 } Infinite Time

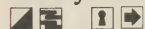
Micronaut One



(Nexus/September 1987) 3D maze, shoot 'em up with elements of strategy to keep you awake.

Collect the small clouds which float about the tunnels as these increase your energy. Destroy all the webs by shooting the grey blobs. Don't shoot the eggs, as it wastes energy. Only attend to the ETUs when they are at the 'Danger' or 'Critical', or you waste time. The other objects in the tunnel are only there to get in your way, so don't waste time and energy shooting at them. The first three levels are the Tunnels Of Ceres, The Tunnels Of Ganymede and The Tunnels Of Phobos...

Moley Christmas



(Gremlin/January 1988) Freebie on the front of YS for all platforming addicts.

Room 1: Gremlin HQ

Go up to the left hand side of the screen and collect the disk. Come down the ladder and go right, picking up all the objects on the way and avoiding the creepies. Go to the place where the ladder goes up to the top of the screen. Climb this ladder and go right, avoiding the monster. Get the final object and drop off the end of the platform and wait for the gateway to the next room to fall on you. Okay? That's room one...

Room 2: The Mastering Plant

Go right, avoiding the spool which is rolling towards you. Jump on the chairs and get the first object. Climb the ladder to the first platform and go left until you're between the two control boxes. When the wire which you are standing on starts to flash, go left and up and up and jump on to the conveyor belt. Drop off the edge and wait for the spool to fall on you. There goes another room...

Room 3: The Duplication Plant

You should now be carrying the spool from the last room. Go up the ladder avoiding the crusher. Go to the black box and STOP!!! Very quickly, go right, then left, and the spool should appear on the black box. You must not touch this as it will kill

you. Drop down, go right to the platform just above the tape dispenser and wait. When the eight tapes are piled up, drop down and walk into them. And so ends this easy room!

Room 4: The M1

You should now be carrying the tapes. Go right until you arrive at the bottom of the screen. Go towards the little car that has the teeth. Slowly walk about half-way into it. The teeth should chomp, and as soon as they've done this, walk past the car into the YS offices. Easy so far!?

Room 5: YS Offices (Quiet Please)

Okay, now go collecting everything, avoiding the PacMan Monster. When the flying cassette at the top is left on the screen, go up and right. Get the last object and walk onto the pile of tapes. Right? That's another room done - and you should still have all your lives left!

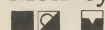
Room 6: The Newsagents

Collect one tape and take it across the road to the shop. Do this until all the tapes are gone. And that's it! You've done it. Well done.

Monty can do strange things! In Moley Christmas, Room one, Monty can fly and walk through thin air. Do as follows: Jump onto the first block and position Monty in between the two tape cables and press down. If nothing happens, reposition Monty and try again until he starts to move down. When he reaches the bottom of the screen, press jump twice and Monty will dig - his little bum will appear at the top of the screen.

Anything more than his legs and bum means you've boobed, but if all is well, move Monty to the left of the screen and he'll drop down, and walk to the cove on the far right of the screen. Keep pressing down and fire and Monty will appear at the top of the screen, this time normal again. So Monty can dig, fly and walk through the air. Oh, by the way, while in dig/fly mode, Monty can't collect any objects.

Monkey Business



(Artic/July 1984) Kong lookalike from the archives.

Load the first part of the program and stop the tape when you get the message 'Program Loading' and press Break. LIST line 2000 and change LET G=0 to the number of lives you want. Type GO TO 800 and restart the tape to get things going again.

Moon Cresta

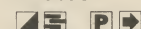


(Incentive/April 1983) Officially licensed shoot 'em up with great graphics and amazing speed.

Immortality (although you can still die if you fail a dock), play the tape from the start.

```
10 CLEAR 29e3: LET t=0
20 FOR f=3e4 TO 30122
30 READ a: POKE f,a
40 LET t=t+(f-29990)*a: NEXT f
50 IF t<>1006895 THEN STOP
60 RANDOMIZE USR 3e4
70 DATA 221,33,180,232,17
80 DATA 88,2,62,7,55
90 DATA 205,86,5,48,241
100 DATA 33,180,232,1,254
110 DATA 1,126,237,103,35
120 DATA 11,120,177,32,247
130 DATA 33,198,232,34,181
140 DATA 232,33,32,247,34
150 DATA 195,232,62,201,50
160 DATA 197,232,205,180,232
170 DATA 33,215,232,17,208
180 DATA 92,1,16,1,237
190 DATA 176,33,123,117,17
200 DATA 224,93,1,0,1
210 DATA 237,176,195,208,92
220 DATA 62,32,50,14,235
230 DATA 33,247,201,34,15
240 DATA 235,205,232,234,62
250 DATA 195,50,65,235,33
260 DATA 160,117,34,66,235
270 DATA 195,17,235,1,96
280 DATA 54,82,50,17,14
290 DATA 12,24,175,50,182
300 DATA 148,50,229,148,49
310 DATA 47,117,233
```

Motos



(Mastertronic/March 1987) Multi-levelled platform game with complex puzzles.

42241,0 Infinite Lives
33270,n n=start level, power
and jump bits (1-60)

Screen 1: Dead simple
Screen 2: Knock beacons off then kill ring before other balls
Screen 3: Get P then bong aliens while in centre of the screen
Screen 4: Get jump then bump spider, stay near centre of the screen and kill
Screen 5: Get jump to high, then grab jump and P, then bump
Screen 6: Get P, then bonus, then ring
Screen 7: Power 3/4 of max, get P
Screen 8: Power 3/4 of max, get P by jumping, bonus then jump
Screen 9: Power 3/4 of max. Stay near centre, just keep going
Screen 10: Collect bonus, if any, then the P, kill
Screen 11: Power 1/3 then bump away
Screen 12: Power 1/2, no jump, bump
Screen 13: Power 1/2, no jump, collect jump
Screen 14: Power 1/2, collect every symbol
Screen 15: Low power, only collect if desperate
Screen 16: 1/2 power, preserve!
Screen 17: Full except 2, easy

Screen 18: 1 power point, bonus
Screen 19: Get bonus, power high
Screen 20: No P, get p's

Mountie Mick's Death Ride



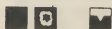
(Ariolasoft/May 1987) Dodge the gaps and kill the nasties in this Fall Guy clone.

Infinite lives, battery, ammo

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
```

```
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 255,183,238,228,86,238,239,249,
251,42,185,84,90,253,42,253,241,252,175,50,10
9,137,50,108,178,50,146,182,49,167,97,195,0,9
1,125182
```

Mutants



(Imagine/July 1987) Clever strategy game with a splash of shoot 'em up.

Infinite lives care of the Speedlock II hacker
(go on, type it in then...)

```
10 CLEAR 3e4: LET t=0
20 FOR f=23296 TO 23403
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
```

```
50 IF t<>572714 THEN STOP
60 LET t=0: FOR f=f TO 1e9
70 READ a
80 IF a>255 THEN GO TO 110
90 POKE f,a
100 LET t=t+(f-23394)*a: NEXT f
110 IF t<>a THEN STOP
120 LOAD ""CODE: RUN USR 23296
130 DATA 42,110,91,237,123
140 DATA 108,91,221,33,102
150 DATA 91,6,6,197,6
160 DATA 0,221,78,0,221
170 DATA 35,17,72,88,229
180 DATA 197,237,176,33,75
190 DATA 88,126,254,54,32
200 DATA 2,54,0,235,54
210 DATA 201,30,150,205,72
220 DATA 88,193,225,9,193
230 DATA 16,217,42,112,91
240 DATA 237,91,114,91,1
250 DATA 0,4,237,176,42
260 DATA 116,91,237,91,118
280 DATA 91,1,0,4,237
290 DATA 176,42,120,91,54
300 DATA 0,4,122,91,54
310 DATA 126,35,54,91,42
320 DATA 124,91,233,1,96
330 DATA 54,82,50,17,14
340 DATA 12,24,16,24,50
350 DATA 14,25,22
360 DATA 200,175,249,228,96,238,250,182,0,
0,85,87,186,39,186,238,185,175,50,227,115,4
9,255,96,195,0,99,87091
```

N

1942



(Elite/Reviewed issue 11, November 1986) You look down on this arcade conversion as you fly a WWII bomber blowing everything in sight to smithereens.

Play the tape from the start. Line 70 gives infinite rolls and line 80 gives infinite lives. Line 90 is the end of line marker and cannot be deleted.

```
10 CLEAR 64999: LOAD ""CODE
20 POKE 65332,237: POKE 65333,255
30 FOR f=65517 TO 1e9: READ a
40 IF a=999 THEN RANDOMIZE USR
65288
50 POKE f,a: NEXT f
60 DATA 175
70 DATA 50,54,182
80 DATA 50,248,204
```

```
90 DATA 195,47,204,999
```

Multiface Pokes
47007,0

Infinite Lives

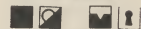
Nebulus



(Hewson/March 1988) Brilliant shoot 'em up and strategy game with some great effects.

```
10 FOR N=23296 TO 23302: READ A: POKE
N,A: NEXT N
20 CLEAR 25086: LOAD ""CODE
30 POKE 65102,103: RANDOMIZE USR
64512
40 DATA 175,50,153,128,195,0,128
```

Nemesis

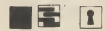


(Konami/May 1987) Horizontally scrolling shoot 'em up with basic graphics.

First of all, get a two-player game and make sure that player two gets onto level two or higher. Then have another two player game and you'll notice that player two will start on the level you got up to in your first game. Aborting will not affect this.

Type this and RUN, play the tape from the start for infinite lives.

```
57 POKE 51949,0
100 MERGE "" : RUN
```


Nemesis The Warlock

(Martech/April 1987) Platform game with messy graphics.

To get off of level two, walk to the back of the long platform in the bottom right-hand corner of the screen and jump straight up, until Torquemada's message comes up. When you enter the next screen, you should be standing on a platform above the pit.

Nether Earth

(Quicksilver/August 1987) Fairly boring strategy game with average graphics but jerky scrolling.

Infinite credits when building robots (give them all the smart doobies), play tape from the start.

```
10 POKE 23693,0: POKE 23624,0
20 CLEAR 65535: LET a=64730
30 LOAD ""CODE a
40 POKE a+23,255
50 FOR f=65280 TO 65288
60 READ a: POKE f,a: NEXT f
70 RANDOMIZE USR 64730
80 DATA 175,50,128,202,33
90 DATA 0,166,229,233
```

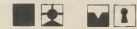
Nexor

(Design Design/July 1986) 3D runaround, although fairly boring.

Just type this hack in, RUN it and play the Nexor tape from the start...

```
10 CLEAR 65535: FOR N=23296 TO 23317:
READ A: POKE N,A: NEXT N
```

```
20 RANDOMIZE USR 23296
30 FOR N=63916 TO 63922: READ A: POKE
N,A: NEXT N
40 RANDOMIZE USR 63744
50 DATA 62,255,55,221,33,229,248,17,137,1,
205,86,5
60 DATA 48,243,33,172,249,34,112,249,201
70 DATA 175,50,116,141,195,0,120
```

Nightmare Rally

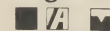
(Ocean/October 1987) Fabbie little 3D driverama.

```
10 CLEAR 65533: LET t=0
20 FOR f=23296 TO 23443
30 READ a: POKE f,a
40 LET t=t+(f-23286)*a: NEXT f
50 IF t<>1240275 THEN STOP
60 FOR f=f TO 1e9: READ a
70 IF a>255 THEN GO TO 100
80 POKE f,a
90 LET t=t+(f-23434)*a: NEXT f
100 IF t<>a THEN STOP
110 RANDOMIZE USR 23296
120 DATA 221,33,203,92,17
130 DATA 234,6,62,255,55
140 DATA 205,86,5,48,241
150 DATA 62,224,50,8,95
160 DATA 62,235,50,11,95
170 DATA 49,252,255,14,112
180 DATA 58,148,91,111,38
190 DATA 98,229,33,252,94
200 DATA 17,192,99,217,1
210 DATA 224,184,217,118,201
220 DATA 42,149,91,1,76
230 DATA 0,22,64,93,122
240 DATA 213,213,237,176,225
250 DATA 14,25,9,119,14
260 DATA 4,9,119,14,8
270 DATA 9,119,14,20,9
280 DATA 119,62,201,18,42
290 DATA 149,91,14,35,237
300 DATA 66,209,116,14,3
310 DATA 9,115,14,32,9
320 DATA 38,64,17,116,91
```

```
330 DATA 213,233,83,178,136
340 DATA 164,132,99,96,94
350 DATA 106,33,159,91,78
360 DATA 6,0,33,160,91
370 DATA 237,91,155,91,213
380 DATA 237,176,42,151,91
390 DATA 54,0,42,153,91
400 DATA 209,115,35,114,42
410 DATA 157,91,233
420 DATA 17,241,130,0,0,169,133,0,255,84,
133,9,62,182,50,180,162,195,0,128,1282793
```

When entering your name, type these for a BEEP to start the game on the desired level:

```
CHEVRON      SYMBOLQ
AVENUE        EXHAUST
```

Nightshade

(Ultimate/May 1985) 3D spooky little runaround.

```
10 LOAD ""CODE: LOAD ""CODE: LOAD
""CODE
20 POKE 23453,201: PRINT USR 23424
30 REM PUT POKES HERE
40 REM AND HERE
50 REM AND HERE
60 POKE 23453,33: LOAD ""CODE: LOAD
""CODE
70 PRINT USR 23453
```

And here are the pokes that'll fill out lines 30, 40 and 50; POKE 52665,33: POKE 52668,52 for infinite lives; POKE 49228,20 to run fast all the time; POKE 52900,0: POKE 52901,0: POKE 52902,0 to see the final screen when you die. (Put the ones you want into the listing, but remember, the first and last pokes aren't going to be too much cop together since you can't die!)

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YS SUBS

CLUB

By Mike Gerrard

AUGUST 1988 No 15

Funny old world, innit? I mean, this time yesterday I was sitting in the sun on the balcony of a villa in Greece, having melon and yoghurt and honey for breakfast, and here I am 24 hours later back in England with the rain persisting down outside, and Teresa pestering me straight away for a Subs Club newsletter. Hardly fair, is it? I've done nothing more strenuous than write postcards for the past fortnight and now my fingers definitely can't cope with a keyboard. What a hard taskmaster (or taskmistress) she is.

So where was I? Oh yes, the entire and complete world history of computing in 18 parts, or until I get tired of it, whichever comes first. This month the Ancient Britons. And when I say ancient I mean it. These people were really primitive. They used to drive round in Sinclair C5's, that's how primitive they were. They

also used to cover themselves with woad, and hence the most popular TV show of the time was the *Antiques Woad Show*. Not many people realise that the ancient Britons did in fact have television sets. They thought they were lucky as the TV licence hadn't been invented yet, but when it was brought in 500 years later it was backdated and this caused many of them to die out. Either that or switch to black and white. Some of them tried telling the TV detector chariots that they only listened to the sound, but that didn't wash. In fact neither did the ancient Britons, which was why they never got invited to the best Roman orgies.

Instead of orgies they became interested in computers. It's hardly surprising that these were really primitive machines at first. One of the earliest models was simply a caveman called Uck who drew a set of

space invaders on his wall and stood in front of them. If you tweaked his left nipple he moved left, and if you tweaked his right nipple he moved right. If you tweaked him elsewhere he threw a rock at the wall and that's how the joystick was invented. It's interesting to note that 20th century archaeologists later discovered these primitive cave paintings, and from the bones and rocks lying about were able to reconstruct a model of the brain of a typical *Sinclair User* reader.

Computers did slowly begin to develop, however. A friend of Uck's invented the wheel and this led to the first mobile computer. The same friend then invented fire and this led to the first case of overheating. In fact Uck burst into flames and turned into a pile of smouldering ashes, but of course his guarantee had just expired and God wouldn't take him back. So, Uck's friend

(who's name incidentally was Derek), took the ashes, mixed them with some mud from the river bank and made a prototype model of what was later to become the world famous ZX-80 BC (Before Clive). Early computer enthusiasts were stunned at the portability of the machine, as in units of the day it measured just six nerds by ten, but then Derek announced that there was a slight drawback.

To use the machine you had to plug it into the National Grid at Stonehenge and would therefore need a power cable a few hundred miles long - and if you happened to live near Stonehenge then you had no option but to move. Derek's success was short lived and he sold all his rights to a man who flogged portable stereos off the back of a chariot. And thus we see how history repeats itself. Well, at least in the Subs Club it does. More next month.

LETTERS

Dear Mike,
Please could you send me a copy of the March and May issues of the Subs Club newsletter? When I received my March and May copies of *Your Sinclair*, the newsletter was not enclosed. Please send them to me urgently as I may have had a letter published in the May copy - I have already received my free game for this, so thanks a lot for that, Mike.
Yours Faithfully,
Robert A. Wilkins
Carmarthen

PS. The Subs Club is great.

I would happily send you copies of the missing newsletters, Robert, but unfortunately my copies didn't arrive in those months either! We are trying to sort out these little problems, if only so that I can read what I've actually written each month, but meanwhile I've sent you print-outs of what was due to go into the March

and May newsletters. If any kind hearted reader has an original or photocopy, perhaps they'd send them to Robert direct as he did have a letter published in the May issue. The address is 25 Awel Tywi, Llangunnor, Carmarthen, Dyfed SA31 2NL. Just a minute... now he's had one published in this issue too. Oh no, I've got to send him another free game! Hope he gets a copy of this one, otherwise it could go on forever!

Dear Mike
I've just started subscribing to the Subs Club and wish I'd done so months ago. Apart from the free game, it's great to get all the extra little offers that people who buy the magazine in the shops don't get. The reason I'm writing is first of all to ask if everyone who gets a letter published gets a game, and if so can you choose what game you want? And also I want to know if there's any

way I can learn what all the offers were that I missed before I took out a subscription? Are any of them still available? Hope you can help.
Yours Faithfully
David Denby
Hull

Yes David, everybody whose letter is published in the Subs Club newsletter gets a game, as you will have discovered - you'll get your game long before the letter actually appears in print because of the inevitable production delays. I'm afraid you don't get to choose the game you receive because if we didn't have it handy we'd have to order it for you, which could cause delays and complications, so instead I just pick one up off the shelf and bung it in a jiffy bag. As for the older offers, some of them were one-offs, but others are still available and I'll be repeating some of them this time and next time for the benefit of other new subscribers who have asked the same question.

RETURN OF THE KILLER DUCKS

It's difficult keeping new subscribers happy by repeating old offers, because the old subscribers will just moan and say 'We've had that one before.' Nevertheless I shall risk being unpopular with some of you by throwing in a few oldies over the next month or two, like these full-priced games from Duckworth at budget prices. Well, the first isn't a game, it's a program to help you learn the highway code, which is called, surprisingly enough, *Highway*

Code. It was done with the help of the Thames Valley Police. So no duff cheques please or the boys in blue will be round. From virtue to vice, and a poker game which I enjoyed - not only does it give you a good game, but there're lots of amusing comments from the likes of Molly the Barmaid if you ask her advice. Finally there's the brain teasing *Tycoon*, which is like *Scrabble* meets the *Stock Exchange*, and which is also available on Microdrive cartridge.

TO: Duckworth, 43 Gloucester Crescent, London NW1 7DY

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CREEPY COMPO

Do the names of Jekyll and Hyde strike terror in your hearts? Do they scare the pants off you (oo-er)? Well they should, because the strange case of Dr Jekyll and Mr Hyde was one of the best of the Victorian Gothic horror stories. Now it's been computerised by adventure programmers The Essential Myth, who previously did *Book Of The Dead* for CRL and are currently working on other exciting

projects. They've kindly offered five copies of the game for an exclusive YS compo. To win one, just answer the simple question on the coupon (be sure to check your spelling) and send it off pronto. Don't forget to mention which version of the game you'd like, as this three part adventure comes as a 48K tape, a 128K tape or a Plus-3 disk, each one getting the best out of the various machines.

TO: The Essential Jekyll Subs Club Compo, 14 Rathbone Place, London W1P 1DE

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TO: The I'm Feeling Lucky But He Doesn't Mind Subs Club Compo, 14 Rathbone Place, London W1P 1DE

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